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INSIDE: Test Your Own IQ

Aug./Sept. 1987

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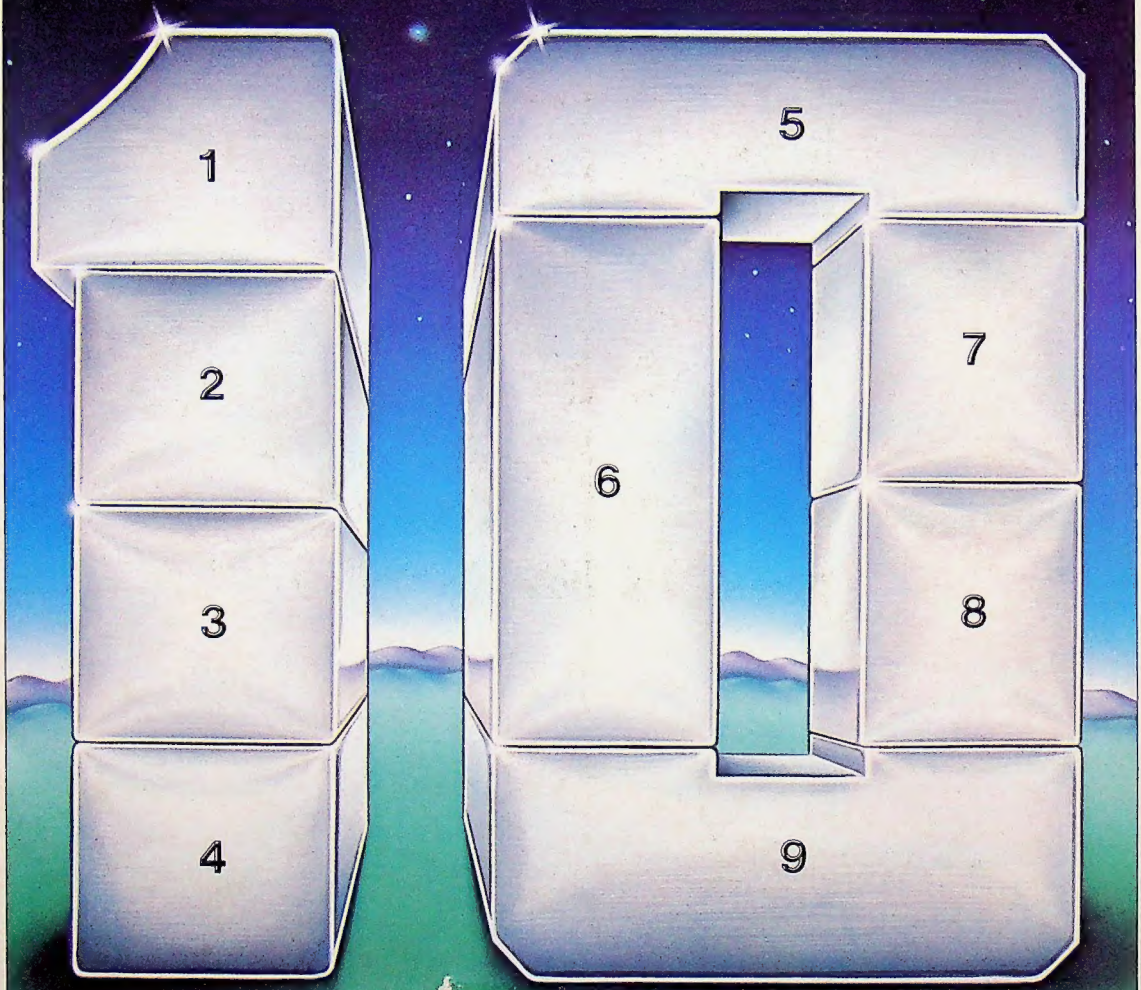
GAMES

TENTH ANNIVERSARY ISSUE



Help us celebrate our birthday by entering our Puzzle Decathlon Contest. The tricky mini-challenges range from a tough crossword to the "Ten Takeaway" brainteaser shown above. Enter your favorite event, or all 10.

Contest rules, page 28.

GRAND PRIZE: A Gold Eagle Coin

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We're looking for people to write children's books

By Alvin Tresselt,
Dean of Faculty

"Writing for children is the perfect way to take up writing," says the author of 53 children's books. "Your ideas come right out of your own experience. And while it's still a challenge, it's the straightest possible line between you and publication—if you're qualified to seek the success this rewarding field offers."

This old mansion deep in the Connecticut woods has been the home of this workshop for new writers since 1969.

IF you want to write and get published, I can't think of a better way to do it than writing books and stories for children and teenagers. Ideas flow naturally right out of your own life experience. While it's still a challenge, the odds of getting that first unforgettable check from a juvenile publisher are better than they are from any other kind of publisher I know.

Later on, you may get other checks from other publishers. But right now, the object is to begin—to break into print—to learn the feeling of writing and selling your work and seeing your name in type. After that, you can decide if you want your writing to take another direction.

But after 30 years of editing, publishing, and teaching—and 53 books of my own—I can tell you this: You'll go a long way before you discover anything as rewarding as writing for young readers.

Your words will never sound as sweet as they do from the lips of a child reading your books and stories. And the joy of creating books and stories that young people "really like" is an experience you'll never have anywhere else.

A surprisingly big market

But, that's not all. The financial rewards go far beyond most people's expectations because there's a big market out there for writers who are trained to crack it. More than 130 million young people's books are purchased each year. As many as 2,500 new titles appear annually and new authors account for up to half of them.

Our students learn where to sell their writing with our exclusive publishers' lists.

There are also 250 monthly magazines looking for material for young readers. You can imagine how much writing it takes just to keep them going! Yet two big questions bedevil nearly every would-be writer. "Am I really qualified?" and "How can I get started?"

"Am I really qualified?"

This is our definition of a "qualified person": It's someone with an aptitude for writing who can take constructive criticism, learn from it, and turn it into a professional performance. That's the only kind of person we're looking for. The reasons are simple: Our reputation is built on success, and if prospective students don't have the earmarks of success, we probably can't help them. And we tell them so. It's only fair to both of us.

To help us spot potential authors, we've developed a revealing test for writing aptitude. It's free, and we don't charge for our evaluation. But no one gets into The Institute without passing it. Those who pass and enroll receive our promise: You will complete at least one manuscript ready to submit to a publisher by the time you finish the Course.

Learn one-to-one with your own instructor

I've learned a lot about writing for children and I love it. Now I'm passing my knowledge on to my students so they can profit from it. When I'm not writing my own books, I spend my time at The Institute of Children's Literature, a workshop for new writers that does one thing and does it better than any other educational institution I know of: It trains qualified people to write for the young reader.

This is the way I work with my students, and my fellow instructors—all of whom are experienced writers or editors—work more or less the same way.

Learn at your own pace

When you're ready—at your own time and your own pace—you send your assignment to me and I read it and I reread it to get everything out of it you've put into it.

Then I edit your assignment with a red pencil just the way a publishing house editor would—if he had the time. I return it along with a detailed letter explaining my comments. I tell you what your strong points are, what your weaknesses are, and just what you can do to improve. It's a matter of push and pull with each assignment. You push and I pull and between us both, you learn to write.

"Now...I am a writer!"

This method really works. I wouldn't spend five minutes at it if it didn't. The proof of the pudding is that many students break into print even before they finish the Course. We receive hundreds of letters like these from students: "Before taking your Course, the short stories I scribbled for my two tiny tots never caught an editor's fancy," writes Emily Burns of Salem, OR. "My first sale, to *National Catholic Weekly*, was a Course lesson. Then I sent another Course assignment to a writer's competition and won first prize of $400!"

Della Domangue, of New Orleans, LA writes: "Having taken several writing courses, I can truthfully say yours was the best. My instructor's personal comments, suggestions and encouragement were invaluable. I also learned the joys of...editors answering you personally."

Marilyn Day of Marissa, IL says, "Now I'm no longer a housewife, I am a *writer!*"

And Mary Carruth, Dublin, CA, writes, "I sent out my first article with a prayer and it was accepted. Your Course, with its structure and support, has been everything I hoped for."

"When I started, I did not really think I had the ability," writes Sister M. Laetitia Mudde, West Haven, CT. "But my instructor made me believe in myself."*

I have a file full of similar letters: People like yourself so full of pride they could easily convince you that it is a pity more people don't take up writing for children.

Free Writing Aptitude Test offered

To find men and women with an aptitude for writing, our Faculty and Consultants have prepared a four-page Writing Aptitude Test. It is offered free and will be professionally evaluated at no cost to you.

Just mail the coupon below to receive your free Test and 28-page illustrated brochure describing The Institute, our Course, Faculty, and the current market for children's literature. If you demonstrate a true aptitude for writing, you will be eligible to enroll.

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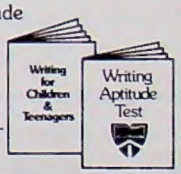

Get both FREE

The Institute of Children's Literature
Redding Ridge, Connecticut 06876-0261

Dear Mr. Tresselt: I am interested in your program to help new writers get started. Please send your free Writing Aptitude Test and 28-page brochure. I understand I am under no obligation whatever and no salesman will visit.

Mr. Mrs. Ms. Miss DL8

Please circle one and print name clearly

Street

City

State Zip

Approved by the
Connecticut Commissioner of Education

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Alvin Tresselt was Vice President and Executive Editor of Parents' Magazine Press, the first editor of *Humpty Dumpty's Magazine for Children*, and a board member of the Author's Guild. His 53 books for young readers have sold over two million copies.

*The testimonials in this ad were provided without remuneration and voluntarily by The Institute's students between 1982 and 1985.

AUGUST/SEPTEMBER 1987

GAMES

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DIFFICULTY RATING
Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk ★★★ Mixed Bag ★☆

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Tenth Anniversary Message

Recently, a college student about to enter her senior year told me that her family has been reading GAMES since she was 11 years old. It was the first time, I think, that I realized we've been around long enough for some readers to have "grown up with us." It gave me a bit of a shock, but also reason to reflect on the past 10 years.

Since our first issue (September/October 1977), we've changed our logo twice, our frequency twice, and soon we'll have changed our address twice. We've had three owners, four art or design directors, and five editors. But the basic idea of GAMES has never changed, and will remain the same for the next 10 years: To entertain and challenge at the same time, and in as many different ways as we can.

If you've been a reader of GAMES for any length of time, you know that there is no such thing as a "typical issue." This issue, though, is even less typical than most: Nine pages are devoted to puzzles whose answers will not be revealed until a later issue (although you can get them by sending us a self-addressed stamped envelope). Five of these pages, *counting* the cover, are devoted to a Puzzle Decathlon Contest, which *challenges* readers to demonstrate their skill in *10* different types of puzzle solving. *And* crossword fans who were unhappy that we did not hold our usual U. S. Open this summer should take special note of Event #9 (which, like the other events, can be entered without competing in the entire Decathlon). The other four pages without answers are a special IQ test designed for GAMES by high-IQ test expert Kevin Langdon. The delay in revealing *the* test answers will allow proper "norming" of the test (see page 42), and will give readers an opportunity to record an official IQ score as well.

Also in this issue is an assortment of our most popular types of puzzles, including Eyeball Benders (not only the traditional ones on pages 46–47, but some with a novel twist on page 38), a time sequence (page 40), a hidden image puzzle (page 18), and a Call Our Bluff (page 20). Besides the Decathlon, both the word search (page 24) and the Hidden Contest (page ??) have a timely "10" theme. Other highlights include a feature on a computer game company that is truly puzzling (page 14) and the most unusual Contest Results report you've *ever seen* (Higgledy-Piggledies, page 50). Some of you, with *this* issue, will also start receiving Pencilwise Plus, a *total* of 16 extra pages bound into the center of the magazine (see page 22 for *more* information).

We wish to thank our readers, who may well be the most loyal and devoted followers of any magazine, for *their* 10 years of support. We promise to work hard to keep all of you puzzled, amused, and entranced for *10* more.

R. Wayne Schmittberger

R. Wayne Schmittberger
Editor

GAMES

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Subscription Rate: U. S. and possessions: 6 issues $11.97, 12 issues $21.97; Games Deluxe, 6 issues $17.97. In Canada and other countries add $3.00 per 6 issue subscription (U. S. funds only).
Back Issues: $5.00 (1977-1982), or $3.50 (1983 on) available from Games, BACK ISSUES, 1350 Ave. of Americas, New York, NY 10019. Specify cover-months and year. (The first issue was dated Sept./Oct. '77.)
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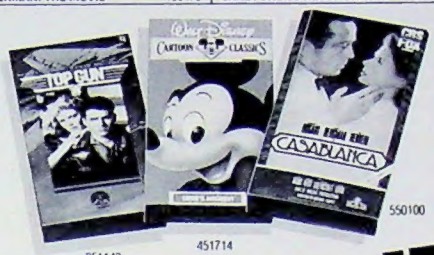

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LETTERS

ENVELOPE OF THE MONTH

James Szydlowski
Grand Haven, MI

NEW DIMENSIONS

Your 3-D Fake Ad (April/May, page 22) may not be so fake after all. According to an article in *TV Guide*, station KABC in Los Angeles televised several 3-D specials during May, topped off by a "3-D Hawaiian Swimsuit Spectacular." The station also produced more than two million 3-D glasses and sold them in 7-Eleven stores throughout Southern California.

D. Ellen March
Alameda, CA

I really enjoyed your 3-D Fake Ad. Could you have more 3-D posters, puzzles, or even covers in future issues?

Brandon Nelson
Guelph, Ontario

Probably not. But we are continuing to publish the usual 2-D issues. Interested in buying our special 2-D glasses? —Ed.

BEYOND CHINESE CHECKERS

Since you sometimes publish rules for variations of popular games, your readers might be interested in a new way to play Chinese checkers. It greatly speeds up play and, according to the French magazine *Jeux et stratégie*, is very popular in France.

All the usual rules of Chinese checkers are in effect, with one addition: A piece may jump over another piece (belonging to either player) that lies *any* distance away in the direction of movement. The jumping piece must land on an empty space, and the piece jumped over must lie exactly in the middle of the jump, as in the example below.

A jump may not be made over more than one piece, but multiple jumps may be made in a single turn, in any combination of directions. The old type of jump over an adjacent piece is still allowed, of course, being simply a special case of the new type of jump.

Paddy Smith
East Windsor, NJ

CRASH COURSE

In the eyewitness game "At the Scene of the Accident" (June/July, page 24), a convertible is shown with fluid leaking from its front end. The answer says the fluid is gasoline, but it is more likely to be radiator fluid. The gas tank in most cars is located far to the rear and is designed not to spring a leak on impact. So the answer to question 12 ("What immediate hazard was her car causing?") should probably be "obstructing traffic" rather than "leaking gas, while bystander was smoking a cigarette."

Sam Saal
Highland Park, NJ

KNOWING THE SCORE

I decided that I would try a simple strategy to solve the game "Score Up" (April/May, page 47), a puzzle game for one player. Much to my dismay, I discovered that if one plays the game as follows, it can be solved mechanically. Start at the upper left and scan across and down. When you get to a legal move, make it and then return to the upper left and scan again. This technique allows you to solve the puzzle with a perfect score of 600. Thus, your comment about 600 points not being easily accomplished may be taken with a large grain of salt.

Stephen James
Lewisville, TX

Your strategy does work with the particular opening setup shown in the article, but it won't solve other setups. To create a fresh challenge, vary the starting positions of the pieces by interchanging some of the rows and/or interchanging columns. —Ed.

BASEBALL RUN DOWN

In the introduction to your article "Play at the Plate" (June/July, page 42), you state that becoming an umpire is harder than making the roster of the Pittsburgh Pirates. I resent that sarcastic comment about my team. Why couldn't you have said it about the San Diego Padres? After all, at this point the Padres have the worst record in all of baseball.

Ryan Barwell
Greenville, PA

OK. Becoming an umpire is harder than making the roster of the Pirates or *the Padres. —Ed.*

Loved your baseball umpire quiz. It brought back memories of my college days when I worked as an umpire. That experience leads me to cry foul on question 24, which says a balk can be called during an intentional walk. It is possible, although not probable, that an intentional base on balls may be given when there is no baserunner. In that case, there is no balk and the pitch is just a ball.

Ronald M. Horwitz
Oak Park, MI

SUFFERING FROM A CODE

"Send us a code"? (Hidden Contest, April/May). Do you mean area code (mine is 613)? Or perhaps my postal code? Or something in the way of a Morse code? Anyway, here's a cipher pher you:

CGISL IGCGBOUS GLJSE XMY "G AMES O FMUESYSE G NVODS, GUE LVMNSE PVGP NOPV OULFOYGPOMU GUE IRAV FSYLFOYGPOMU G AMESE MES O AMRDE RUDMGE.

Hint: The five vowels A, E, I, O, U are represented here by O, R, M, S, and G, though not necessarily in that order.

Lynne Provencher
Ottowa, Ontario

ANSWER, PAGE 54

PAPER SHORTAGE

The Wild Card logic puzzle "Small Change" (June/July, page 51), is set on a planet called Glosia that supposedly has no paper. Yet in the third problem of the puzzle, Princess Lisa is said to have won a contest held by *Names* magazine. If there's no paper on the planet, what was this magazine made of?

Elaine Townsend
Woodson Terrace, MO

It was made of flaydis, of course, one of Glosia's most vital exports. —Ed.

SHORE THING

It didn't take me long to locate all the images in the "See-Shore Jigsaw Puzzle" (June/July, page 40). It took even less time to recognize that the picture was shot near 14th Street in Ocean City Beach, NJ. Maybe it would have been more challenging if I hadn't gone to Ocean City High School and spent many spring and summer days on the boardwalk and beaches.

Sherry Wehner
Tuckahoe, NJ

LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

MISTAKES: JUNE/JULY

There's a misprint in the second word of "Crypto-Changeo!" #1 (page 28), which decodes to OSDINARY instead of ORDINARY. Did yous psoofseades make an essos?

Jane Gardner
Winnetka, IL

In the "Double Cross" (page 34), ESTES is defined as "Colorado park." But Estes Park is the name of a town, not a park.

Tineke Van Zandt
Boulder, CO

Your answer to "George Jetson's maid," the Easy Clue for 126-Across (Ornery Crossword, page 35), is ROSEY, but that cartoon robot's name is really spelled ROSIE.

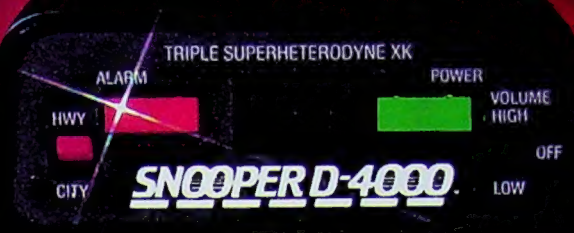
David Mackey
York, ME

WINNER!

Top-rated radar detector beats Passport. Costs $115 less!

"It produced the earliest warning in our [road] tests."

Road & Track, *September, 1986*



Only 1¼" tall, 3¼" wide, and 4½" long. Fits in your pocket. Travels where you travel.

Shown actual size.

No doubt who won.

Road & Track magazine recently tested eight popular radar detectors. SNOOPER D-4000 won big. In actual road tests where it counts. Around the corner and over the hill radar ambushes. What about current best-seller Passport? ". . . second only to the SNOOPER D-4000." Sorry guys.

Fact: The SNOOPER D-4000 beats Passport on performance. **Fact:** It costs $115 less! No doubt who won.

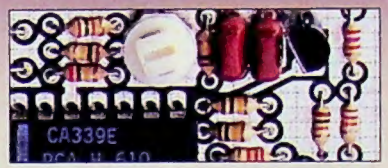
"The SNOOPER D-4000 produced the earliest warning in our around-the-corner and over-the-hill tests."

Road & Track, *September 1986*

Sold on new high performance cars.

The SNOOPER D-4000 is made in Garland, Texas by Microwave Systems, Inc. — the inventor of solid-state radar detection for cars. The first to use superheterodyne

All accessories are included.



circuitry. The pioneer in remote devices. Maybe that's why SNOOPER came in first. Innovation and experience!

Until now, the SNOOPER D-4000 has been sold mainly through new car dealers. So you could wait and buy one with your next Porsche, BMW or Corvette. Or you can pick up the phone now and have one in your hands tomorrow. The SNOOPER D-4000 is NOT sold in catalogs, parts stores or discount chains.

Only $180! If you can afford one of theirs . . .

. . . why not buy TWO of ours? ONE Passport costs $295. For just another $65 more than that, you can have TWO of ours. Protect other drivers in your family against radar surveillance, too. SNOOPER D-4000 is the top-performer, and at only $180, it's the runaway winner for top value.

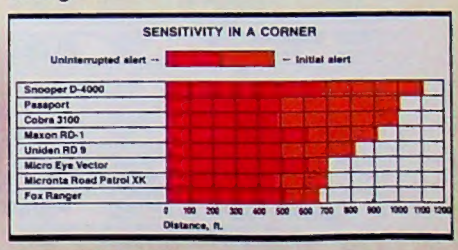
All the features you want.

The SNOOPER D-4000 is a triple superhet advanced radar detection device. Sniffs out both X- and K-bands radar, alerts you with a loud audible signal and simultaneous warning light.

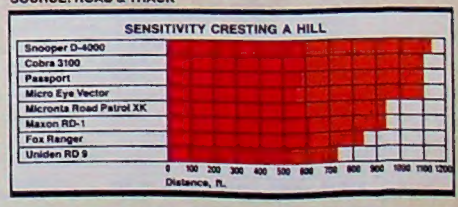
Filters out false alarms, and "dirty" signals from other radar detectors. Comes with visor clip and dashtop mount. Plugs into car cigarette lighter. On/off and highway/city switches. Simple. No complicated dials or bar graphs to slow your reaction time.

Order today.

Order yours at no risk. Call toll-free to order. Drive with your SNOOPER D-4000 for 30 days. If not satisfied, return it and we'll refund your purchase and your shipping costs. Comes with one-year factory warranty. And, remember, it's the winner. The most for less. You can't go wrong!



SOURCE: ROAD & TRACK



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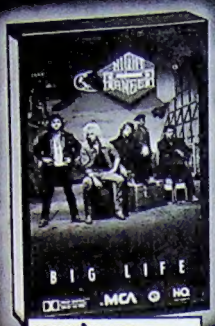
12 HOT HITS FOR A

353946. Bryan Adams—Into the Fire. Title cut; *Heat of the Night; Victim of Love;* etc. (A&M)

355115-395111. Prince—Sign 'O' The Times. Title cut; *Slow Love; It;* more. (Paisley Park)

344721. Lionel Richie—Dancing On The Ceiling. Smash title hit; *Say You, Say Me.* (Motown)



354456. Night Ranger—Big Life. *The Secret Of My Success; Color Of Your Smile;* etc. (MCA)

354449 U2—The Joshua Tree. Hit *With Or Without You; Red H... Mining Town;* etc. (I...

346957* ISLAND — STEVE WINWOOD *BACK IN THE HIGH LIFE*	354472* ARISTA — *EXPOSE* EXPOSURE	353920 ELEKTRA — *SIMPLY RED* MEN AND WOMEN	354167 EPIC — DAN FOGELBERG *EXILES*	351718* ELEKTRA — *GEORGIA SATELLITES*	343319* A&M — JANET JA... CONTR...
350140* SIRE — PRETENDERS *GET CLOSE*	342105* COLUMBIA — BANGLES Different Light	354837* EPIC — THE THE *INFECTED*	352328* COLUMBIA — *THE PSYCHEDELIC FURS* MIDNIGHT TO MIDNIGHT	354118* A&M — JOE JACKSON *WILL POWER*	348318 A&M — THE POLICE EVERY BREATH YO...
347153 PORTRAIT — CYNDI LAUPER True Colors	353979* CBS ASSOCIATED — *ORIGINAL SOUND TRACK* LIGHT OF DAY	346312 COLUMBIA — BILLY JOEL *THE BRIDGE*	353938* ELEKTRA — GRANDMASTER FLASH *BA-DOOP-BOOM-BANG*	344622* ELEKTRA — ANITA BAKER *RAPTURE*	347054 WARNER BROS. — DAVID LEE ... *EAT 'EM ... ...*
353599* CAPITOL — IRON MAIDEN *SOMEWHERE IN TIME*	328369* ATLANTIC — TWISTED SISTER *STAY HUNGRY*	313031* ATLANTIC — YES *CLASSIC YES*	351429* MCA — NEW EDITION *UNDER THE BLUE MOON*	351197* ARISTA — KROKUS Alive And Screamin'	323675* CBS ASSOCIATED LABEL 8 — OZZY OSB... Bark At The ...
340034 CAPITOL/EMI — PAT BENATAR Seven The Hard Way	347831* EPIC — LITTLE RICHARD'S GREATEST HITS RECORDED LIVE	351700* MCA — THE KINKS *THINK VISUAL*	324616 PORTRAIT — CYNDI LAUPER *SHE'S SO UNUSUAL*	335638 ARISTA — THE MANILOW COLLECTION BARRY MANILOW 20 CLASSIC HITS	352146* ENIGMA — STRYPE... *SOLDIERS UNDER ...*
353532* EPIC — *SPANDAU BALLET* THROUGH THE BARRICADES	328302* CAPITOL — TINA TURNER *PRIVATE DANCER*	312389 ATLANTIC — AC/DC FOR THOSE ABOUT TO ROCK WE SALUTE YOU	344721 MOTOWN — LIONEL RICHIE *DANCING ON THE CEILING*	350991* GEFFEN — LONE JUSTICE *SHELTER*	323345* WARNER BROS. — BLACK SA... *BORN AG...*
339903 ELEKTRA — *THE CARS GREATEST HITS*	347765* I.R.S. — R.E.M. Life's Rich Pageant	351684* ATLANTIC — ZEBRA *3-V*	324582 WARNER BROS. — VAN HALEN *1984*	334391* ARISTA — *WHITNEY HOUSTON*	344242 COLUMBIA — JOURNE... Raised On ...
353524* COLUMBIA — ORIGINAL SOUNDTRACK *OVER THE TOP*	328245* PASHA — QUIET RIOT Condition Critical	336669 A&M — STING *DREAM OF THE BLUE TURTLES*	344689* MCA — KEEL—*THE FINAL FRONTIER*	350975* I.R.S. — TIMBUK 3 GREETINGS FROM TIMBUK	323337 MOTOWN — ORIGINAL SOU... *THE BIG C...*
339200 TAMLA — STEVIE WONDER In Square Circle	347740* WARNER BROS. — *ROUGH CUTT WANTS YOU*	351445* ARISTA — The Alan Parsons Project GAUDI	324475 SIRE — PRETENDERS Learning To Crawl	334052 MCA — TOM PETTY & THE HEARTBREAKERS SOUTHERN ACCENTS	343889* CBS ASSOCIATED — THE FIRE... *TURF E...*
353474* COLUMBIA — SANTANA *FREEDOM*	327908 COLUMBIA — SCANDAL *WARRIOR*	336511* ATLANTIC — RATT INVASION OF YOUR PRIVACY	344598* ARISTA — KROKUS—*CHANGE OF ADDRESS*	350959* A&M — IGGY POP *BLAH, BLAH, BLAH*	330183 EPIC — REO SPEED... *When A... S...*
316323 COLUMBIA — BRUCE SPRINGSTEEN *NEBRASKA*	246868 Epic — JIM CROCE 16 BIGGEST HITS & HIS GREATEST HITS	351346* CAPITOL — MEGADETH *PEACE SELLS ... BUT WHO'S BUYING?*	306449 EPIC — REO SPEEDWAGON *HI INFIDELITY*	333666 EMI AMERICA — GEORGE THOROGOOD AND THE DESTROYERS MAVERICK	343830* MCA/CAMEL — *STAR S... THE WINNERS ...*
353391* PAISLEY PARK — SHEILA E	318055 ATLANTIC — *FOREIGNER RECORDS*	336305 MCA — NIGHT RANGER *7 WISHES*	344408 COLUMBIA — NEIL DIAMOND *HEADED FOR THE FUTURE*	350850* MCA — KANSAS *POWER*	353904* MCA — ANDY T... *THUN...*
337907 COLUMBIA — LOVERBOY *LOVIN' EVERY MINUTE OF IT*	346643* CBS — ANDREAS VOLLENWEIDER *DOWN TO THE MOON*	351320* GEFFEN — LITTLE SHOP OF HORRORS ORIGINAL SOUNDTRACK	306241 ELEKTRA — THE DOORS *GREATEST HITS*	333294 ATLANTIC — *THE FIRM*	343582 WARNER BROS. — VAN HA... *5150*
352732* GEFFEN — *TESLA MECHANICAL RESONANCE*	314443 COLUMBIA — NEIL DIAMOND 12 GREATEST HITS VOL. 1	336222* WARNER BROS. — DIRE STRAITS Brothers In Arms	344366* ELEKTRA — METALLICA Master Of Puppets	350595* CAPITOL — FREDDIE JACKSON *JUST LIKE THE FIRST TIME*	322933* COLUMBIA ENTERTAINMENT — EDDIE M... COMEDI...
337832* ISLAND RECORDS — U2 *WAR*	346593 PASHA — QUIET RIOT *QR 111*	341230* ATLANTIC — TWISTED SISTER Come Out And Play	323915 CAPITOL/EMI — BILLY IDOL *REBEL YELL*	324996 ELEKTRA — THE CARS *HEARTBEAT CITY*	343293 ROLLING STONES RECORDS — ROLLING ST... *DIRTY W...*
352344* COLUMBIA — DAVE EDMUNDS BAND LIVE *I HEAR YOU ROCKIN'*	349563* ATLANTIC — RATT *DANCING UNDERCOVER*	335893* A&M — Y&T *OPEN FIRE*	285866 EPIC — BOSTON *DON'T LOOK BACK*	350579* ARISTA — ARETHA FRANKLIN *ARETHA*	291641 REPRISE — JIMI HEN... *SMASH ...*
337659* ISLAND RECORDS — U2 · THE UNFORGETTABLE FIRE	346536 ARISTA — THEN & NOW THE BEST OF THE MONKEES	351213* CAPITOL — *W. A. S. P.* INSIDE THE ELECTRIC CIRCUS	320630 PASHA — *QUIET RIOT METAL HEALTH*	333260* WARNER BROS. — DAVID LEE ROTH *NEW ALBUM* Crazy From The Heat	343202* A&M — ORIGINAL SOUND TRACK *PRETTY IN P...*
352294* SLASH/WARNER BROS. — LOS LOBOS *BY THE LIGHT OF THE MOON*	348094* ATLANTIC — ORIGINAL SOUND TRACK *STAND BY ME*	SELECTIONS WITH TWO NUMBERS ARE 2-RECORD SETS OR DOUBLE-LENGTH TAPES, AND COUNT AS TWO SELECTIONS—WRITE EACH NUMBER IN A SEPARATE BOX		350413* ARISTA — THE KBC BAND	283879* COLUMBIA — BRUCE SPRINGS... *DARKNESS ON THE EDGE OF T...*
318352 COLUMBIA — JOURNEY *FRONTIERS*	346528* WARNER BROS. — DIO *INTERMISSION*	354092* 394098 EMI — *THE SMITHS* LOUDER THAN BOMBS	351205* 391201 WARNER BROS. — BILL COSBY · COSBY AND THE KIDS COSBY CLASSICS	331967 ATLANTIC — FOREIGNER Agent Provocateur	342790* WARNER BROS. — BLACK SA... Featuring TONY C... SEVENTH ...
352229* ARISTA — CARLY SIMON *COMING AROUND AGAIN*	326629 COLUMBIA — Bruce Springsteen Born In The U.S.A.	308049 398040 FANTASY — CREEDENCE CLEARWATER REVIVAL · 20 GREATEST HITS Featuring John Fogerty	351148* 391144 EPIC — STEVIE RAY VAUGHAN & DOUBLE TROUBLE *LIVE ALIVE*	350389* GEFFEN — WANG CHUNG *MOSAIC*	322032* CHRYSALIS — PAT BENA... *LIVE FROM E...*
318089 EPIC — MICHAEL JACKSON *THRILLER*	346213* MCG — LOUDNESS Lightning Strikes	350785* 390781 EPIC — SLY & THE FAMILY STONE · *ANTHOLOGY*	305359* 395350 COLUMBIA — Bruce Springsteen THE RIVER	306225* COLUMBIA — AEROSMITH'S GREATEST HITS	342303* COLUMBIA — JUDAS PRIE... *TURBO*
352153* ENIGMA — STRYPER *THE YELLOW AND BLACK ATTACK!*	326512 MCA — NIGHT RANGER Midnight Madness	291864 391882 COLUMBIA — ORIGINAL SOUNDTRACK *WOODSTOCK*	346445 398440 CAPITOL — THE BEACH BOYS Made In The U.S.A. — Their Greatest Hits	360298* CHRYSALIS — VINNIE VINCENT *INVASION*	322024 CHRYSALIS — HUEY LEWIS ... THE NEWS ...
337519 CAPITOL — HEART	345785 COLUMBIA — ORIGINAL SOUNDTRACK *TOP GUN*	345454* 395459 MOTOWN — DIANA ROSS & THE SUPREMES 25TH ANNIVERSARY	314997 394999* TAMLA — STEVIE WONDER *HIS GREATEST HITS* Original Motiongram !	293597 ATLANTIC — LED ZEPPELIN Houses Of The Holy	342188* ATLANTIC — THE FIRM *MEAN BUS...*
351932* ENIGMA — THE SMITHEREENS *ESPECIALLY FOR YOU*	325738* ATLANTIC — RATT OUT OF THE CELLAR	319996 399998 MOTOWN — MOTOWN'S 25 #1 HITS FROM 25 YEARS	345314* 395319 ARISTA — *COME DANCING WITH THE KINKS*	350074* EMI AMERICA — COREY HEART Fields Of Fire	330902* COLUMBIA — WHAM *MAKE IT BIG*
337253* WARNER BROS. — DIO *SACRED HEART*	345371 ATLANTIC — ORIGINAL SOUNDTRACK AC/DC WHO MADE WHO	342786 392761 TEEVEE TOONS — VARIOUS ARTISTS TELEVISION'S GREATEST HITS—63 THEMES FROM THE 50'S AND 60'S	320705 390708 CAPITOL — BOB SEGER & THE SILVER BULLET BAND *LIVE BULLET*	331934* WARNER BROS. — *THE BEST OF BILL COSBY*	342097 COLUMBIA — Barbra Strei... *The Broadway A...*
351924* ISLAND — TRAFFIC The Low Spark Of High Heeled Boys	324632* COLUMBIA — JUDAS PRIEST *DEFENDERS OF THE FAITH*	324350* 394353 MCA — THE WHO *QUADROPHENIA*	336396 396390 COLUMBIA — BILLY JOEL GREATEST HITS VOLUME I & VOLUME II	350017* SCOTTI BROS. — SURVIVOR WHEN SECONDS COUNT	257279 COLUMBIA — Bruce Springs... BORN TO R...
336693* ATLANTIC — AC/DC *Fly On The Wall*	345108* A&M — .38 SPECIAL Strength In Numbers	331579* 391573 COMPLEX RECORDS — ERIC CLAPTON, JEFF BECK & JIMMY PAGE—WHITE BOYS BLUES	326140* 396143 WARNER BROS. — DIRE STRAITS · Live *ALCHEMY*	331264 A&M — BRYAN ADAMS *RECKLESS*	341562 ARISTA — DIONNE WAR... *FRIENDS*

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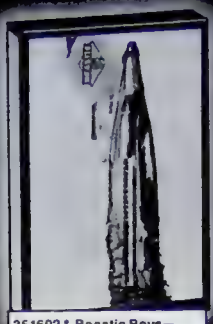
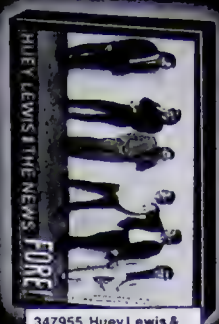
351122. Europe—The Final Countdown. *Rock the Night, Danger on the Track,* etc. (Epic)

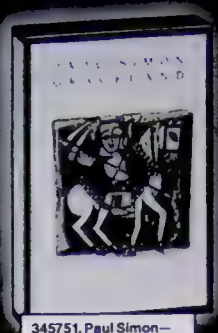
352666. REO Speedwagon— Life As We Know It. *That Ain't Love,* etc. (Epic)



351692 • Beastie Boys— Licensed to Ill. *(You Gotta) Fight For Your Right (To Party!),* more† (Def Jam/Columbia)



347955. Huey Lewis & The News—Fore! Top 10 album. Top 10 hit *Stuck With You.* (Chrysalis)



345751. Paul Simon— Graceland. *You Can Call Me Al,* title cut; many more. (Warner Bros.)

354514	JODY WATLEY	346478	MADONNA *TRUE BLUE*	353359•	WORLD PARTY Private Revolution	351098•	*READY FOR THE WORLD LONG TIME COMING*	353458	*BRUCE WILLIS THE RETURN OF BRUNO*	352658•	*CLUB NOUVEAU LIFE, LOVE & PAIN*
353607◊	LOU GRAMM *READY OR NOT*	354050◊	*CHINA CRISES WHAT PRICE PARADISE*	353896•	MANOWAR *FIGHTING THE WORLD*	354100◊	CROWDED HOUSE	349571	BOSTON THIRD STAGE	348912•	LUTHER VANDROSS *GIVE ME THE REASON*
348979	TINA TURNER BREAK EVERY RULE	353805◊	*EUROPE WINGS OF TOMORROW*	347039	BILLY IDOL Whiplash Smile	341347•	*THE JETS*	345777•	PETER GABRIEL SO	349217•	*PATTY SMYTH NEVER ENOUGH*
349589	*CHICAGO 18*	320713	BOB SEGER & THE SILVER BULLET BAND *NIGHT MOVES*	329938	TALKING HEADS Stop Making Sense	340661•	DOKKEN Under Lock And Key	347989•	DAVID & DAVID Boomtown	351825	STRYPER *TO HELL WITH THE DEVIL*
330928•	DOKKEN *TOOTH AND NAIL*	341305•	ROBERT PALMER *RIPTIDE*	348367•	The Human League CRASH	320499	THE POLICE *SYNCHRONICITY*	347856•	QUEENSRYCHE Rage For Order	347880	GEORGE THOROGOOD AND THE DESTROYERS *LIVE*
327742	*THE BEST OF KANSAS*	291435	LED ZEPPELIN IV	328955•	DIO The Last In Line	340455•	W.A.S.P. The Last Command	318931	BRYAN ADAMS Cuts Like A Knife	350397•	GREGORY ABBOTT Shake You Down
321380	Barbra Streisand's Greatest Hits, Vol 2	351254•	THE STEVE MILLER BAND *LIVING IN THE 20TH CENTURY*	348276•	TRIUMPH *THE SPORT OF KINGS*	319822	DAVID BOWIE *LETS DANCE*	354159◊	HIPSWAY	353482•	GREGG ALLMAN BAND *I'M NO ANGEL*
348867•	TIL TUESDAY *WELCOME HOME*	323774	KENNY ROGERS 20 Greatest Hits	328435	PURPLE RAIN *PRINCE AND THE REVOLUTION*						
323261	LIONEL RICHIE Can't Slow Down	341222•	Y&T Down For The Count	327148	*THE JACKSON 5 GREATEST HITS*						
291302•	JAMES TAYLOR'S GREATEST HITS	347161•	*AMY GRANT THE COLLECTION*	290171•	Steve Miller Band Greatest Hits '74-'78						
344358•	GTR	286807	VAN HALEN	321307	AIR SUPPLY *GREATEST HITS*						

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How the Club operates: every four weeks (13 times a year) you'll receive the Club's music magazine, which describes the Selection of the Month for each musical interest...plus hundreds of alternates from every field of music. And up to six times a year you may receive offers of Special Selections, usually at a discount off regular Club prices, for a total of up to 19 buying opportunities.

If you wish to receive the Selection of the Month or the Special Selection, you need do nothing—it will be shipped automatically. If you prefer an alternate selection, or none at all, simply fill in the response card always provided and mail it by the date specified. You will always have at least 10 days to make your decision. If you ever receive any Selection without having had at least 10 days to decide, you may return it at our expense.

The tapes and records you order during your membership will be billed at regular Club prices, which currently are $7.98 to $9.98—plus shipping and handling. (Multi-unit sets, special and classical selections may be somewhat higher.) And if you continue as a member after completing your enrollment agreement, you'll be eligible for our "buy one—get one free" bonus plan.

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GAMEBITS

EDITED BY CURTIS SLEPIAN

HIS SANDS ARE FULL

It was a strange scene at a party held one evening in the lobby of the Daily News Building in New York City last winter. Amid palm trees and beach umbrellas,

© AUGUSTINE LYNAS

Lynas's sandworks have taken root in a florist's window.

scores of people danced to the music of a steel band. More unusual still, in the center of the floor was a large makeshift sandbox containing sand sculptures of a five-foot-tall octopus, a minaret, and a 13-foot man.

The sandy creations were the work of G. Augustine Lynas, one of only a handful of professional sand sculptors in the country.

Making artworks of sand has been a lifelong hobby of Lynas, a 45-year-old graphic designer who often spends long summer days on Fire Island, New York, where he conjures out of sand huge, surreal creatures, faces, and cities for his own amusement. Besides his hands, the only tools he uses are a shovel, palette knife, kitchen knife, soup spoon, garden spade, and a Frisbee disc. "Spoons are great for making windows," Lynas advises. "The Frisbee can scoop, carry water, hold ornamental shells and stones, make curved steps, and tamp off handprints. I also play with it during breaks."

Lynas has turned his beach hours into sand dollars. Since winning GAMES' sand sculpture contest (July/August 1982; results, June 1983), he has received sand sculpture commissions for a promotion of a hotel on the Caribbean island of St. John, a swimsuit ad, a florist's window, as well as the Daily News Building party.

Lynas's standard fee starts at $1,000, but he earns it. The night before the party, for example, Lynas spent from dusk to dawn mixing, wetting, shoveling, packing, and conditioning more than 5,000 pounds of sand.

A hose made water more accessible than at the beach. But a problem arose when he didn't know how much water he should combine with the fine white "play" sand and with a coarser, darker type called cowbay. At 3 AM, four towers suddenly became two. Weary but resourceful, Lynas turned the fallen rubble into a gigantic, supine facsimile of himself. The sculpture was such a hit the Daily News Building kept it intact and on display for nearly two months.

Despite the money, Lynas would rather be on a warm beach with no deadlines and unlimited sand, working for free. And if the tides quickly wash away his work, no matter. Philosophizes Lynas, "It shows the delicacy of all human creation." —Mark Danna

HOW DO YOU SPELL RELIEF? B-A-T-S

Is the nightly buzzing of mosquitoes keeping you awake? Don't go batty—buy a bat house for your backyard. Bat houses are ideal for bats who need a good day's sleep; and when they're awake, *you* will get a good night's sleep.

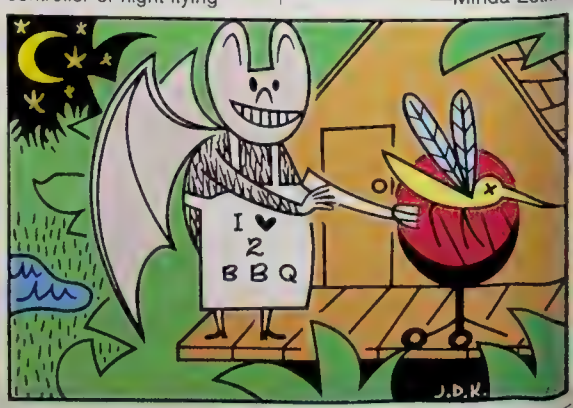
According to Merlin Tuttle, head of Bat Conservation International, bats do a better job of keeping a backyard mosquito-free than do special candles, ultrasonic devices, or any other man-made bug deterrent. "Worldwide, bats are by far the most important controller of night-flying pests," says Tuttle, who has spent most of his life studying them. "Even a small brown bat can catch 600 mosquito-size insects an hour. One large bat colony eats about a quarter of a million pounds of insects every night."

Made of red cedar, the bat house is bottomless, and the size of its compartments is adjustable. The nearer the house is to a body of water, the more likely it will attract bats.

Though people's fear of bats is unfounded, Americans can't seem to shake their bat phobia. Recounts Tuttle, "Once I got a panicked call from a lady who said she and her husband were barricaded inside their house, with towels stuffed into the cracks, hiding from a swarm of bats. I asked her to describe these bats. She said, 'Well, they must be young because they're small, and they're bright orange.' " In fact, the caller and her husband were hiding in terror from a flock of monarch butterflies.

To receive a bat house, send $29.95, plus $2.75 for shipping, to Bat Conservation International, P.O. Box 162603, Austin, TX 78716-2603. But first, you'd better check with your neighbors.

—Minda Zetlin



CHAIRMAN OF THE BOARD

On hand were 89 of the best chess players in the world, including 45 grandmasters, two former world champions (Boris Spassky and Vassily Smyslov), and the current United States champion (Yasser Seirawan), vying for $61,000 in cash prizes. And that was just the international section. All told, this year's New York Open, which ended April 20, attracted 1,065 players and paid $175,000 to the winners.

The man responsible for making this annual event the premier open chess tournament in the world is Spanish-born, 50-year-old José Cuchi.

Cuchi, the owner of a small jewelry manufacturing business, organized his first chess tournament in 1979, an amateur event with a $21,000 prize fund. It made a profit. Every tournament Cuchi has organized since then has lost money.

All the right moves: José Cuchi is the king of the New York Open.

Why does he do it? To make the playing of chess professionally a worthy goal in America. "The problem," he says, "is the lack of recognition and the lack of financial rewards. People in organized chess put a lot of effort into getting children to play. But a child who plays chess is really in a kind of vacuum. All his friends have their sports heroes.

"A young chess player probably doesn't know the name of the U.S. or even the world champion, and he certainly has no idea that people can play chess for money. His interest is bound to diminish as he grows older.

"The answer is to get exposure for professional chess through large prize funds, good public relations, and bringing the best players in the world here on a regular basis. If professional chess were successful, children would flock to it like flies to honey."

Cuchi's instinct for publicity explains why he scheduled a playoff in case the New York Open resulted in a tie—which it did. The final round saw Seirawan and Hungarian grandmaster Andras Adorjan tied with 8-3 scores; Seirawan won the playoff to become the tournament's sole winner.

"Chess needs winners," says Cuchi. "Open tournaments often end in a tie among several people. If you go to the television people with five or six winners and say, 'Do you want to interview them?'—the answer will be no. But if you say 'I have the winner of the strongest tournament in the world,' the answer may be yes."

—B. H.

NATION'S TREASURE

Frank W. Lewis might describe it this way: "Rewrite it for the *Nation*'s puzzle anniversary (8)."

That's a cryptic way of saying FORTIETH—as in fortieth anniversary, which Lewis's weekly cryptic crossword in the *Nation*, a political journal, is celebrating this August. (The words IT FOR THE in the clue are an anagram, or "rewrite," of the answer.) It is the longest-running puzzle by any person in any magazine in the country.

Lewis got his start back in 1947 when the original crossword constructor of the *Nation*, Jack Barrett, died. Lewis and another constructor tried out for the position by contributing six sample puzzles each, which appeared in the magazine. In a vote, readers preferred Lewis by a three-to-two margin. More than 2,000 puzzles later, he's still going strong.

"I have very strict rules," says Lewis, 74, who takes about an hour to make a puzzle. Most of his clues contain a definition of the answer, plus a description of it by means of wordplay. At first, he patterned his puzzles after British crosswords, but later evolved his own style.

Now retired from the National Security Agency, where he worked for 30 years as a cryptanalyst, Lewis creates his puzzles at his home on the tiny island of Montserrat, in the West Indies.

"Even though there is only a small group doing these puzzles," Lewis says, "you've never seen such dedicated followers." A 95-year-old lady in Florida, for example, whose eyesight has failed, solves them by having the clues read to her. And a group in Berkeley, California, known as the ABC River Cluists, meets every week to do Lewis's puzzle orally.

Fortunately for Lewis's devotees, the publisher of the *Nation* is himself a puzzle fan, so Lewis's crosswork seems destined for a continued long life.

—W. S.

TAKE MY JOKE, PLEASE

The joke was on Chock Full O'Nuts. Last spring, the coffee company sponsored a contest for the "nuttiest comic" in New York City. Thirty budding comedians from the area were whittled down to a group of five men and women, who performed their best routines at the Carnegie. Not the Hall, but the Deli, a fitting site for a competition emceed and judged by Henny Youngman, king of the one-liners.

Chosen as top funnyman was Rick Siegal, who won $1,000, star billing at a comedy club in Richmond, Virginia, and a beginner's violin. He also got some free comedic advice from Youngman concerning the violin: "Don't play good."

What does it take to make Henny Youngman laugh? Here are two jokes from Siegal's standout stand-up routine:

"I never understood sushi. But now I figured it out. Sushi is like matzoh. You see, matzoh is around because the Jews were in Egypt and they were about to cook the bread, saw the Egyptians, didn't have time to let it rise, and therefore . . . matzoh. The Japanese were about to cook the fish, saw Godzilla coming, therefore . . . sushi.

"I was invited down to Washington, and I got to meet the President. We even got into that philosophical debate. You know the one, 'If a tree falls in the forest and there's nobody there, does it make any noise?' And Reagan said, 'What the hell is a tree doing in the forest, anyway?' "

—C. S.

NIGEL EDDIS

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Shown actual size.

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The purpose of Sister Hummel's art is simple and sincere; to cheer the hearts of millions! Her children are famous around the world – universally cherished for their rosy cheeks, angelic smiles, and colorful Old World costumes. There couldn't be a better way to heighten the happiness of the holidays.

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Unique filigreed frames finished in 24kt gold

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Reserve today at a favorable price

As a subscriber to this exclusive collection, you will receive an ornament each month. Your original issue price of just $16.50 per ornament is guaranteed for all thirty-six ornaments in the collection, and you will be billed with each shipment or, you may charge each ornament, as shipped, to VISA or MasterCard.

Each ornament will be individually hallmarked, dated and registered. In addition, a fascinating narrative about the Hummel painting will accompany each ornament. An attractive chest will also be furnished at no extra charge so you can store and protect your collection. Your children, grandchildren, and their children will enjoy the magic of these cherished ornaments. Like Christmas itself, this glorious Hummel art will live forever!

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☐ Check here if you want each ornament charged to your:
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Z323

They Take the High-Tech Road to Adventure

With Infocom's interactive fiction, you don't just read about a search for buried treasure—you take part in one. Take a peek inside the software company that produces some of today's most innovative computer adventure games.

"YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK BUILDING."

That simple sentence, though lacking the momentousness of, say, "In the beginning God created the heaven and the earth," proved to have its own modest impact. It is the opening sentence of Adventure, the original computer adventure game. Adventure begat Zork I, which begat Zork II, which begat Zork III, which begat Enchanter, Sorcerer, and Spellbreaker. Those games (not counting Adventure), and the 20 or so others that the collective genius known as Infocom has since begotten, have spawned a multimillion-dollar industry: all-text computer adventure games, or, to use the term Infocom prefers, interactive fiction.

Text appeal: Eye-catching packaging plays a key part in the great popularity of the 27 games Infocom has produced so far.

An interactive fiction game is a story that requires the hero to find treasures, solve a crime, outsmart an evil sorcerer, or accomplish some other more or less heroic feat by solving a chain of interlocking puzzles. A puzzle can be as simple as opening a door or as perplexing as figuring out what to do when you meet yourself coming through a warp in time. The player, who is in fact the hero of the story, interacts with the game by telling the computer, via the keyboard, what he wants to do (for instance, GO WEST, KNOCK ON THE DOOR). The computer, in turn, provides clues in the course of telling the player what he "sees" and "hears" (see box, page 17).

Although fantasy is a common genre (the Zork and Enchanter trilogies, for example), interactive fiction comes in many flavors—treasure hunts (Infidel), mysteries (Suspect), science fiction (Planetfall), comedy (Leather Goddesses of Phobos)—and can even treat such serious themes as nuclear war (Trinity) and totalitarianism (A Mind Forever Voyaging).

Adventure, the grandaddy of computer adventure games, was programmed by Willie Crowther and Woods in the mid-1970s. The only ple who could play the game then now available for home computers the disk Golden Oldies, Volume from Country Software) were comp er researchers with access to Arpa a communications network for ma frame computers installed at ma research insti tions. One of tho institutions was Artificial Intel gence Lab at MIT.

"When Adventur arrived at MIT," wrote Infocom game designer Ti Anderson in an article on the histor of Zork, "the reaction was typical: a ter everybody spent a lot of time d ing nothing but solving the game (it estimated that Adventure set the en tire computer industry back tw weeks), the true lunatics began t think about how they could do better."

Among the "true lunatics" at MIT were Anderson, Bruce Daniels, Mar Blank, Dave Lebling, and Joel Bere By day they sat hunched over comput er terminals creating programmin tools for the government; by nigh they sat hunched over computer te minals creating a world.

"Zork was done as a midnight pro gramming project, as a reaction t Adventure," says Berez, the first an only president of Infocom, a quietly authoritative man of 32 who hardly looks old enough to shave, let alone run a thriving high-tech corporation. "Adventure was lots of fun, but with our advanced technology and the literary skills of some of the people involved, we thought we could do a better job."

"Zork," a nonsense word popular among MIT hackers in those days, was often used as a working title for programs that were in development, and it was used for the game that would make computing history. In 1979, Berez, Anderson, Lebling, Blank, Chris Reeve, Stu Galley, and a few of their MIT cohorts decided to form a company, mainly to insure that there would be life after MIT. They agreed that the company's name would be Infocom, Inc., that its address would be Cambridge, Massachusetts, and that they didn't know what to do next.

by Burt Hochberg

"We fooled around for a while, thinking of various ideas," says Lebling, the co-author (with Marc Blank) of the mainframe Zork, the Zork trilogy, and Enchanter, and the author of Starcross, Suspect, Spellbreaker, and The Lurking Horror. Lebling had been a political science major at MIT before he found his true calling at the Artificial Intelligence Lab. "Then Marc and Joel brought up the subject of Zork. 'This silly thing may have commercial potential,' they said. 'We'll never get something exactly like it on a microcomputer, but we can certainly get a piece of it.' So we sat down and chopped it into chunks."

The final version of the mainframe Zork was twice the size of Adventure, and with new material added during the conversion, it proved to have more than enough chunks for three games: Zorks I, II, and III.

Now that the company had a product, the next problems were manufacturing and marketing it. With no factory, no business experience (Berez was then attending business school), and only enough money to buy lunch for a week, the young executives decided to offer their game to software publishers. Personal Software, Inc. took it on in June 1980, began selling a TRS-80 version in December, and in nine months had sold a grand total of 1,500 copies—not a number to make an entrepreneur drool, but it was a start. An Apple version, released in early 1981, did better: Greeted by enthusiastic reviews, it sold more than 6,000 copies in eight months.

Thus encouraged, in June 1981 Infocom licensed its second product, Zork II, to Personal Software. But it soon became clear that Infocom and Personal Software were not a happy couple.

So Berez, et al. decided to go it alone. With the royalties they had earned on Zork I, plus an appallingly large part of their life savings and a bank loan, they moved into a larger office, bought equipment, and hired a staff. Infocom was on its way.

Considering the severe restrictions Infocom placed on its product—not just software but games, not just games but adventure games, not just adventure games but text-only adventure games—the company's success has been remarkable. While makers of adventure games that use graphics have come and gone, Infocom remains near the top of the heap. As it turns out, their opting for all-text games has proven to be anything but a liability: Since no memory is wasted on pictures, Infocom's games can achieve a greater complexity, which seems to translate into greater sales. To date, Zork I has sold half a million copies, all three Zorks nearly one million; the Hitchhiker's Guide to the Galaxy has sold 250,000 copies since its release in the fall of 1985; and 50,000 copies of Leather Goddesses of Phobos were sold in its first 10 weeks. Last year the company grossed a cool $10 million, and that *is* a number to make an entrepreneur drool.

What is it about Infocom games that makes so many people so eager to part with $40 or $50 to get one? "We have an endless debate about what people enjoy in our games," says Berez. "But after doing two dozen or so of them, we've learned a lot about what makes this particular form of entertainment appealing."

First, there are the intriguing sto-

Holding the enviable job of game tester is a crew hungry to catch bugs (from left to right): Max Buxton, Tom Veldran, Liz Cyr-Jones, Martin Price, Andrew Briggs, Gary Brennan, and Matt Hillman.

After a tough day on the terminal plotting adventure stories, the writers relax by racing crabs: (from left to right) Stu Galley, Dave Lebling, Brian Moriarty, Amy Briggs, Dave Anderson, and Jeff O'Neill.

ries, strong plots, believable situations, and colorful locations that get the player involved and make him eager to find out what happens next.

Then there's the evocative writing, which is particularly important in the absence of pictures. "Without pictures," says Berez, "all that's left is your imagination."

Also important is the innovative packaging, designed by Carl Genatossio and his Creative Services department. Each game comes with an instruction manual (written by Elizabeth Langosy), a magazine or comic book (or, in the case of a mystery game, an evidence dossier) containing various direct or oblique hints, and a useful gadget (a decoder, a scratch 'n' sniff card, a balloon). Says Genatossio, "Since we don't have graphics in our games, we put the graphics in the package."

Steve Meretzky's own quest has taken him from constructing buildings to constructing puzzles.

Finally there are the puzzles.

Here's Steve Meretzky, a 30-year-old MIT graduate and former construction project manager who came to Infocom as a part-time tester and went on to create Planetfall, Sorcerer, Hitchhiker (with Douglas Adams), and others: "At any given point there should be lots of puzzles confronting you, and you shouldn't necessarily know which ones can be solved at that point. If at any moment there were only one puzzle to work on, the story line would be much more linear and you would lose one of the main aspects of interactive fiction."

What makes for a good puzzle? Though Meretzky has no definitive answer, he does say a puzzle "should be logical, according to the logic of the game's universe. In a fantasy game, a puzzle can rely on magic, but the magic must be consistent throughout the game. A puzzle should be original in some way, not just a rehash of an earlier puzzle with different objects."

Meretzky knows whereof he speaks. He's the creator of one of the most elegant puzzles in the entire Infocom oeuvre: the time-travel paradox in Sorceror. The paradox results from meeting yourself when you are older—which means, of course, that when you are older, you meet yourself when you are younger. So that this can occur, the younger you receives from the older you a combination to a lock. The combination enables you to progress long enough to become the older you, at which time you must realize that it is essential to give the combination to the younger you. Otherwise you'll both cease to exist. Got it? Well, you have to be there.

Fairness, or the lack of it, is another quality Infocom checks for in its puzzles. "That's one of the things our testers look for," says Lebling. "Is the writer pulling a rabbit out of a hat or do you see the fuzzy ears first?"

One earless rabbit turned up during the testing of Hollywood Hijinx, a tricky treasure hunt in the Malibu mansion of Buddy Burbank, king of the B-movies. The game begins in front of the mansion, where you see a statue. Before being able to solve a puzzle, you must recognize that the statue can be moved. When the testers complained that forcing players to discover this fact on their own was asking too much, the program was modified. Now, if you move to another location and then return to the statue, the computer tells you that its position has changed (you'll have to figure out for yourself why that's important).

But an Infocom game is much more than just a well-written story with puzzles—it is also a computer program, and the programming is inseparably intertwined with the writing.

Infocom founder and president Joel Berez has turned interactive fiction into a profitable reality.

The writers work directly on computer terminals, inputting a combination of computer code (the program itself) and English text (what the player sees on the screen). "Sometimes you have only a sketchy outline and are just beginning to coalesce the geography [of the world the player moves in]," says Meretzky. "Sometimes the geography coalesces around the puzzles. Sometimes it's both together."

Sometimes there's no coalescing at all. Getting stuck is a writer's occupational hazard, and Infocom writers suffer just like all other writers. Recognizing their creative agonies, Infocom has seen to it that they don't suffer alone. Each Tuesday all the writers gather for lunch in the conference room and spend two or three hours suffering together. Here they bounce ideas (also paper cups, scrunched-up lunch wrappers, and pencils) off one another, fly paper airplanes, and discuss what Lebling describes as "general garbage like Toobees and Shirley MacLaine's reincarnation theories, rumors, puzzles, the best way to do something in a story, and progress reports."

A game of interactive fiction is an intricate mechanism. Gremlins lurk everywhere, and they have a disconcerting way of popping up when least expected.

"It's very rare these days for a customer to find a serious bug," says Meretzky, himself a former tester. "But in the early days, when we had only one or two testers, it wasn't too uncommon for a game to go out with three or four crashes in it."

The worst example of a crash, in his

Whipping the Leather Goddesses

One of Infocom's most successful recent games is Steve Meretzky's Leather Goddesses of Phobos (reviewed in GAMES, January 1987), a spoof of 1930s-style pulp science fiction. What follows is an excerpt that displays Infocom's characteristically irreverent wit and clever, demanding puzzles. So as not to spoil the fun for any purchaser of the game, the solution to the puzzle isn't in the Answer section; however, the excerpt includes everything you need to know to solve it. The player's typed commands are preceded by an arrow and are printed in capital letters, and the computer's response follows each command. —B. H.

You have been captured by the Leather Goddesses of Phobos, who want to enslave all Earthmen. You manage to escape and now find yourself on Mars standing before a castle, at the start of a quest for certain items that will enable you to defeat the Leather Goddesses.

This ancient castle now lies in ruins. (It's no wonder this section of Mars is considered the Ruined Castle Capital of the Solar System.) All that remains of its once-proud ramparts are dust and rubble, and an occasional stone block. A path leads away from the ruin to the west. To the east: unchartable desert.

Sitting on one of the stone blocks is a large green frog. Something about it catches your eye.
>EXAMINE FROG
You realize what aroused your attention: the tiny gold crown on the frog's head. The frog is otherwise totally ordinary. Ordinary for a frog, that is. By any other measure it is a repulsive creature, with swollen eyes, oozing warts, slimy skin, and a grating croak.
>TALK TO FROG
"Ribit."
>TAKE CROWN
It would take considerably more royal blood than you've got to wear this royal crown.
>TAKE FROG
Think again, humanoid.

[Suddenly you have a brainstorm . . .]

>KISS FROG
You lean forward, but just as you are about to kiss the frog the sight of its green warts and slimy skin make it impossible to continue.
>CLOSE EYES
Your eyes are now closed.
>KISS FROG
You lean forward with your eyes closed, but just as you are about to kiss the frog the stench of old pond scum overwhelms you, and you lurch back, retching.
>HOLD NOSE
You can't do that with your hands full!
>DROP ALL
clothes pin: Dropped.
stick of lip balm: Dropped.
wicker basket: Dropped.
flashlight: Dropped.
tray: Dropped.
>HOLD NOSE
Okay, you're now covering your nose with your hands.
>KISS FROG
You lean forward with your eyes closed and your nose shut, but just as you are about to kiss the frog the creature lets loose a loud, croaking "ribit." You admit that you are incapable of kissing under such circumstances.
>TAKE CLOTHES PIN
You'll have to open your eyes first.
>OPEN EYES
You can once again sense with your eyes.
>TAKE CLOTHES PIN
You can't pick up anything while using your hands to cover your nose.
>LET GO OF NOSE
You can once again sense with your nose.
>TAKE CLOTHES PIN
Taken.
>PUT CLOTHES PIN ON NOSE
You pin your proboscis.
>CLOSE EYES
Your eyes are now closed.
>PUT HAND OVER EARS
Many sounds seem muffled now that you're covering your ears with your hands.
>KISS FROG
You lean forward with your eyes closed, your nose shut, and your ears covered, but just as you are about to kiss the frog the thought of slimy frog lips pressing against your own makes you shudder away...

view, was in the first released version of Zork III. Near the end of the game you must leave an object in front of a beam of light to open a door. Soon you meet the Dungeon Master outside a prison cell. You go south to enter the cell, the DM pushes a few buttons, the cell (with you in it) is teleported to the Zork treasure room, you exit north from the cell, claim the treasure, and win the game. But if you had your sword with you when the cell teleported, the game "crashed" (computer jargon for "stopped abruptly for no damn reason").

The problem was traced to the program that relates to the sword. As every Zork player knows, the sword glows blue when danger is near. The program accomplishes this by having the sword "look" behind each exit in turn. If it sees trouble, it glows. When the cell teleported, the sword tried to check all the exits and found two in the same direction—the original one leading north to the room with the DM (even though that room was no longer there, the exit was still part of the cell), and the new one leading north to the treasure. The program became hopelessly confused and went into an infinite loop, crashing the game.

As a result of that crash (and others), Infocom developed an exhaustive, three-phase testing process that takes four to five months and involves, at different times, 35 to 40 people.

First comes "pre-alpha" testing. When a writer has completed the skeleton of a game, it's informally checked to see that it has no obvious defects and that the main line of the plot can be followed to the end. If it passes, it's ready for "alpha."

A typical game goes into alpha having "on the order of 4,000 bugs," says tester Max Buxton. "Maybe 50 percent are spelling and punctuation errors, extra spaces, missing blank lines, and so on. Maybe one percent are crashes."

This certainly keeps Infocom's five full-time testers on their toes during the two to three months it takes them, working separately, to test a game. Tester Gary Brennan, 30, a former graduate student in biochemistry at Harvard, delights in using his science background to catch the writers in scientific flagrante delicto. "I try to make sure that the sun is in the right position," he says, "or if you're in out-

(CONTINUED ON PAGE 52)

WINGING IT

A Hidden Image Puzzle ★☆

Illustration by Lars and Lois Hokanson

Ordinarily, these plumage-packed woods would make a birdwatcher's heart take flight. Unfortunately, the birds in the scene have blended themselves so effectively into the trees, foliage, and sky, it'll take an eagle eye to spot all 26 of them. But don't grouse: Finding at least 20 hidden birds is a challenge no bird fancier should duck. If you can also name each bird, count it as a feather in your cap. ANSWERS, PAGE 60

NAMESAKES

Call Our Bluff Reveals Some Eponymous Etymologies

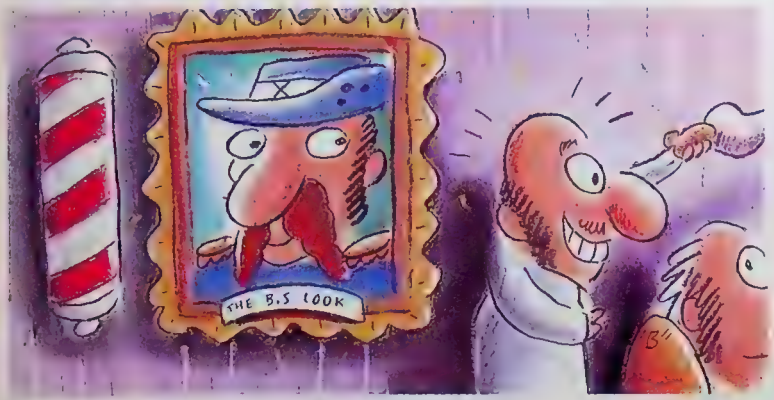
By Neil Steinberg
★☆

It was on a visit to the local Genealogical Society that Jeremy Piltdown boasted to us about his family tree. Jeremy, that doyen of duplicity, claimed that several of his distant relations were eponyms—people who, through some extraordinary quality or twist of fate, have had things named after them. Among his famous forebears, claimed Jeremy, were Arthur Velos, a physicist who measured a body's motion, or "velocity," and Dame Lydia Kiwi, a naturalist who discovered the New Zealand fruit.

We didn't believe a word about Velos or Kiwi. But we weren't so sure about the origins of other words Jeremy described to us. Can you tell which eponyms are the real McCoy and which are Jeremy's gargantuan lies?

ANSWERS, PAGE 58

A Hairy Situation



Ambrose E. Burnside was not the greatest Union general in the Civil War—he was a key reason the Union lost the first battle of Bull Run—but he cut a fine figure. He was a big man, with ample, bushy whiskers billowing around a cleanshaven chin. Though fame eluded Burnside on the battlefield, he found it at the barber's. After the war, Burnside's style of wearing whiskers became so popular, they were dubbed "burnsides." Over the years, the name was transposed to the current "sideburns."

Tights Squeeze

Perhaps Jules Leotard had a lot to be vain about. One of France's most famous aerialists in the 19th century, he perfected the aerial somersault, among other acrobatic feats, and starred in the Cirque Napoleon in Paris and the Alhambra in London. To show off what he described as his "best features," he wore a tightfitting, one-piece elastic garment that in the dance world became known as a "leotard."

Plastic Personality

Every day an average of 75,000 Tupperware parties are held around the world. But 45 years ago, there was just Earl S. Tupper, a small businessman who sold toothbrushes, combs, and, in 1942, a line of airtight plastic containers he named after himself. Tupperware proved wildly successful, not only as a convenient household product, but also as a symbol of American life itself. So much so that examples of Tupper's durable creations can be seen on display in New York's Museum of Modern Art. Tupper ended his days a millionaire living with his family in Costa Rica.

Parr for the Course

Albert Parr was a professional landscaper and a fairly good golfer. With few challenging golf courses around his home in Nashville, Tennessee, in the 1920s, he started designing his own, and soon he began laying out links full time. In a little ritual he developed to flatter his customers, Parr would take the owner on an inaugural round as soon as the course was finished. Club owners began posting the first score card—with their scores and Parr's—in the clubhouse. Subsequent golfers would take Parr's scores as the norm when playing their own games, and by the late 1930s "par" (the second R was dropped) stood for the standard score for each hole on a course.

Going Crackers

Though he was dismissed as a crank, with newspapers dubbing him "the Peristaltic Persuader," the Reverend Sylvester W. Graham was a man ahead of his time. A Presbyterian preacher who traveled the country in the 1840s, Graham delivered sermons on the nutritional evils of eating white bread and meat. He also stressed the importance of moving one's bowels once a day, which earned him his peculiar nickname. To help his followers perform their daily duty, Graham developed a special whole wheat wafer that still bears his name—the graham cracker.

Shadow and Substance

M. Etienne de Silhouette, the controller-general of France in 1757, zealously applied himself to the task of fiscal reform. But when he began to levy stiff taxes on the common people, they responded with loud protests. After only eight months, Silhouette left the ministry in a hail of ridicule. Because of his belt-tightening measures, tailors made special cheap pants without pockets, terming them "à la Silhouette"; and the small shadow portraits of cut black paper, popular at the time, were so inexpensive they were derisively labeled "silhouettes." The name stuck.

Getting the Hang of It

The mists of history have almost shrouded a man named Derick, a hangman who lived in London during the time of Shakespeare. All we know of him is that he plied his trade at Tyburn Prison, and was so good at it that his name was absorbed into the language—first meaning a gallows, then, with an extra R, to mean any apparatus used for hoisting.

The Great Cover Up

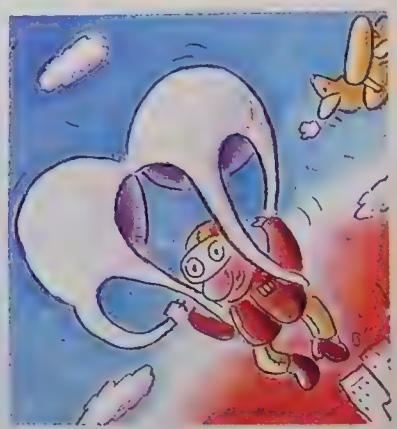
In an era when fortunes were being made by barbed wire magnates and sewing machine tycoons, Charles Diaper, an ambitious yard goods peddler, knew that he could make his million if he could only create the right product. In 1873, he walked the streets of New York until one day, the story goes, while watching naked infants play on a tenement stoop, his own million-dollar idea struck him. Advertisements for "Diaper's Sanitary Garment for Babies" convinced a new generation of mothers that their babies' very lives would be in peril unless their behinds were swaddled in the triangular cloth forever linked with Diaper's name.

Sax Appeal

If there was one thing the Paris musical world was not looking for in the 1840s, it was a new type of musical instrument. And especially not from a headstrong young Belgian named Antoine Joseph Sax, who had just arrived with several models of an instrument he had invented in Brussels. Sax had originally intended the instrument to be a kind of bass clarinet, but it didn't work out that way. His efforts to break into the Paris market were rewarded when Sax landed a commission with the French army, after a special competition convinced observers that Sax's instruments had a superior sound to the horns, oboes, and bassoons of the military band. Fans of the saxophone have been commenting upon this distinction ever since.

Means of Support

Phillipe de Brassiere did not invent the feminine undergarment that bears his name. That distinction history grants to Otto Titzling. Titzling was a German immigrant who worked in his uncle's undergarment factory, manufacturing bone corsets. When he heard of the difficulties amply endowed opera singer Swanhilda Olafsen was suffering due to lack of support, Titzling invented an elastic chest halter, but unfortunately for him, neglected to patent it. Titzling's loss was Brassiere's gain. The former



French World War I flying ace and Paris dress designer moved to New York, appropriated Titzling's design, added a few lacy flourishes of his own, and earned his name a niche in history.

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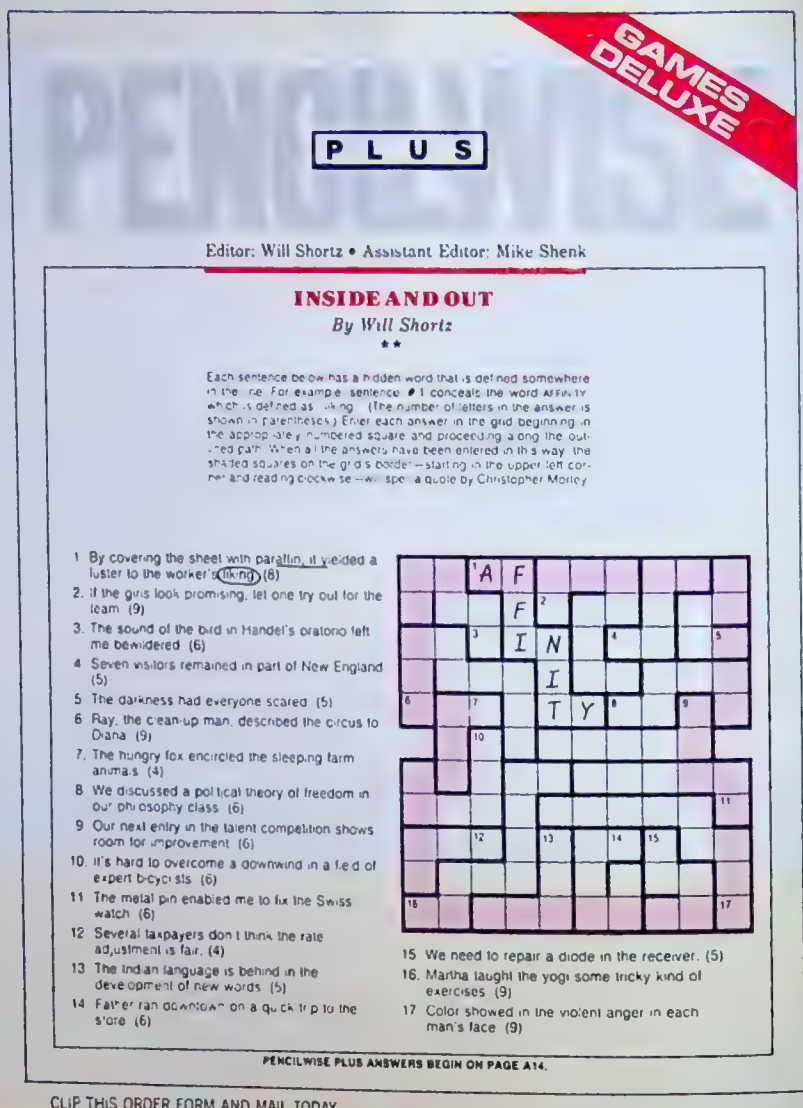
GAMES DELUXE
PLUS
Editor: Will Shortz • Assistant Editor: Mike Shenk
INSIDE AND OUT
By Will Shortz
★★
Each sentence below has a hidden word that is defined somewhere in the same. For example, sentence # 1 conceals the word ASHTRAY, which is defined as "ashing." (The number of letters in the answer is shown in parentheses.) Enter each answer in the grid beginning in the appropriately numbered square and proceeding along the outlined path. When all the answers have been entered in this way, the shaded squares on the grid's border—starting in the upper left corner and reading clockwise—will spell a quote by Christopher Morley.
1 By covering the sheet with paraffin, it yielded a luster to the worker's inking. (6)
2. If the girls look promising, let one try out for the team. (9)
3. The sound of the bird in Handel's oratorio left me bewildered. (6)
4 Seven visitors remained in part of New England. (5)
5 The darkness had everyone scared. (5)
6 Ray, the clean-up man, described the circus to Diana. (9)
7. The hungry fox encircled the sleeping farm animals. (4)
8 We discussed a political theory of freedom in our philosophy class. (6)
9 Our next entry in the talent competition shows room for improvement. (6)
10. It's hard to overcome a downwind in a field of expert bicyclists. (6)
11 The metal pin enabled me to fix the Swiss watch. (6)
12 Several taxpayers don't think the rate adjustment is fair. (4)
13 The Indian language is behind in the development of new words. (5)
14 Father ran downtown on a quick trip to the store. (6)
15 We need to repair a diode in the receiver. (5)
16. Martha taught the yogi some tricky kind of exercises. (9)
17 Color showed in the violent anger in each man's face. (9)
A F
F
I N
I
T Y

PENCILWISE PLUS ANSWERS BEGIN ON PAGE A14.

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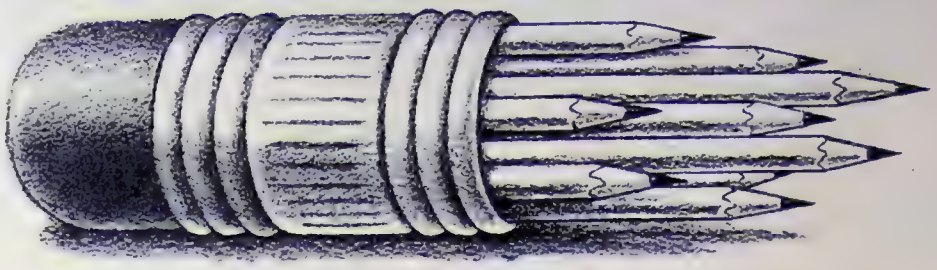
EDITED BY WILL SHORTZ

PENCILWISE



MARCHING BANDS ★★

BY MIKE SHENK

The words in this puzzle march around the grid in two ways. In one formation ("Rows"), words march across—two words for each numbered line, reading consecutively from left to right. The dividing point between these answers is for you to determine, except in row 7, where the words are separated by a black square. In the second formation ("Bands"), words march around each of the six shaded and unshaded bands, starting at the lettered squares (A, B, C, D, E, and F) and proceeding in a clockwise direction, one word after another. For example, Band "A," when filled, will contain six consecutive words (a through f) starting in square "A" and reading around the perimeter of the grid. Band "B" will contain a series of seven words (a through g) starting in square "B." Again, the dividing point between these answers is for you to determine. All clues are given in order. When the puzzle is completed, each square in the grid will have been used once in a Row word and once in a Band word.

ANSWER, PAGE 57

ROWS

1 **a** Plain to see
b Hong Kong "taxi"

2 **a** Few and far between
b Priest's garb

3 **a** Telling tales
b Classic record

4 **a** Western or Spanish, e.g.
b Meet ___ (compromise)

5 **a** Harangue
b Put pages in order

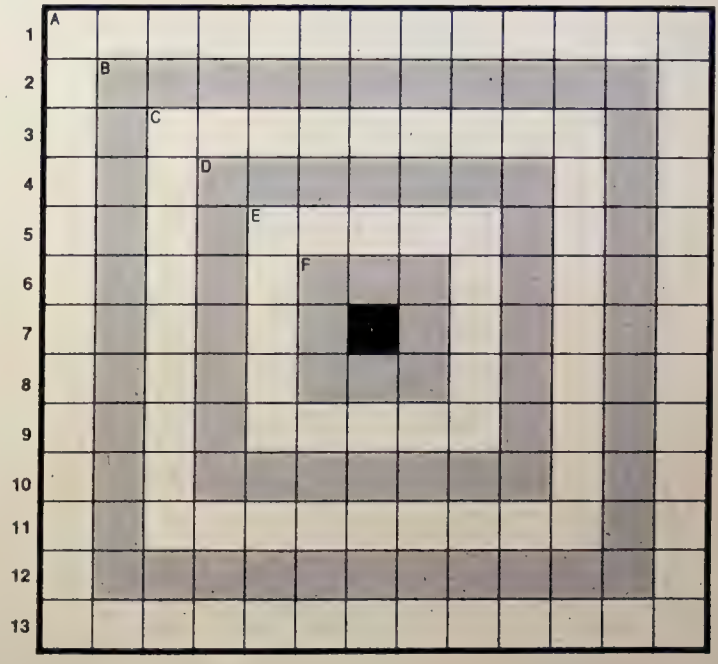
6 **a** Psyched up
b Increased in extent

7 **a** Bequest
b Idolize

8 **a** *Exodus* author
b One kind of vote

9 **a** Cough medicine ingredient
b *Chico and the Man* setting

10 **a** Farthest
b Official seal



11 **a** Served the champagne
b Vacation from work

12 **a** Rifle accessory
b About 35 ounces

13 **a** Shade of linen
b Swing back and forth

BANDS

A **a** Extra takings in bridge
b Nickname of Natty Bumppo
c Take out
d Tinny, e.g.
e Wellspring
f Market players

B **a** Space distance unit
b Law firm employee
c Frenzy
d What a ship ships
e Similar to
f Pennsylvania's ___ Mountains
g Government

C **a** Forum language
b *Conscience of a Conservative* author
c Queen ___ lace
d Ordered
e Gilbert and Sullivan operetta

D **a** Deadly
b Strawberry, e.g.
c Essence
d A few
e Chronicle

E **a** Plunging neckline
b Uncle's girl

F **a** Only just

R.J. KAUFMAN

IN10DED ANSWERS **

BY RUTH FREEDMAN AND SALLY VANDERWERF

A 10th Anniversary Word Search

In honor of GAMES's 10th anniversary, we've put together a word search in which each of the 60 hidden words contains the consecutive letters T-E-N. To make things a bit more interesting, we've replaced those letters with IO wherever they appear in the grid. Thus, the word ANTENNA is hidden as ANIONA. Each answer word is at least seven letters long (when spelled normally), so you can circle BARTENDER (which is in the grid) but not TENDER. As usual, answers may read horizontally, vertically, or diagonally, but always in a straight line. Persis10t solvers should be able to find at least 40 words without a word list. Only the most 10acious will find all 60. For help, the complete word list appears on page 54. ANSWERS, PAGE 60

```
                B
              A A
            R O R
          I M A B
        O T A H E
      D I S I O D
    E E S T N B I
  R G C I R I C H
    S O A O O T
    E M I A M F
    L L G N P T
    N A H C E U
    T I I E I S
    S T O O O C
    T O S I C O
    T I E P E Y
    L O M U V H
    T P I E I N
    T R O N S J
    L A Y S O T
    A R C S I C
    G H O I X N
    N I I O E D
    I O S N U H
    T T I T E D
    A E S T T E
    U R N C O O
O N O H O S I I N A
L I I O C C E F T R
C A X O A N I O N A
N T E K E N I S R E
P E R S I S I O C E
R O G I O T A C L E

          I O S I O N
        S W I D E I O T E S
      T E D H O F A R C T C S
    A T N A O I U E I L O E U T
  N T U M P I N I O T I O N B O I
  E I R T R E O A O U N T I H M O
L L O O F E T C     E S R O T N D I
T S D C O I I       R N N S I E I
L S A O V O           F I T P R H
I I N E U T           R A S O H W
T E C S N I           A L M I E E
Y D E O M O           E N T O A S
O C I I I U           T H E T R U
O N O N S S           T S I T T U
N T E I W H           O I R A E H
R O M E O P           H T E T D S
A M E M A P           D I H A D U
W I N I V E           S N T H E S
O A T N U W           A O R T H I
E D U T N E           N D Y O E O
T H N E F O           T O R I I A
D E G U A F           O I G T K N
V X S I S I           O S O I H C
A I I U I O           F G N M S E
N S O E O T           R D A R P R
H I O D R I L       O E L Y E I N
T O A R N M O A   F R D T N T I F
  C P O R E H P A R G O O I S N R
  E A D I S O B Y A R I I O A I D
    S T O I A E R H T O S T G E
      F E R S I T A T O A H F
        I G O H L T I N I P
          R F E S S O
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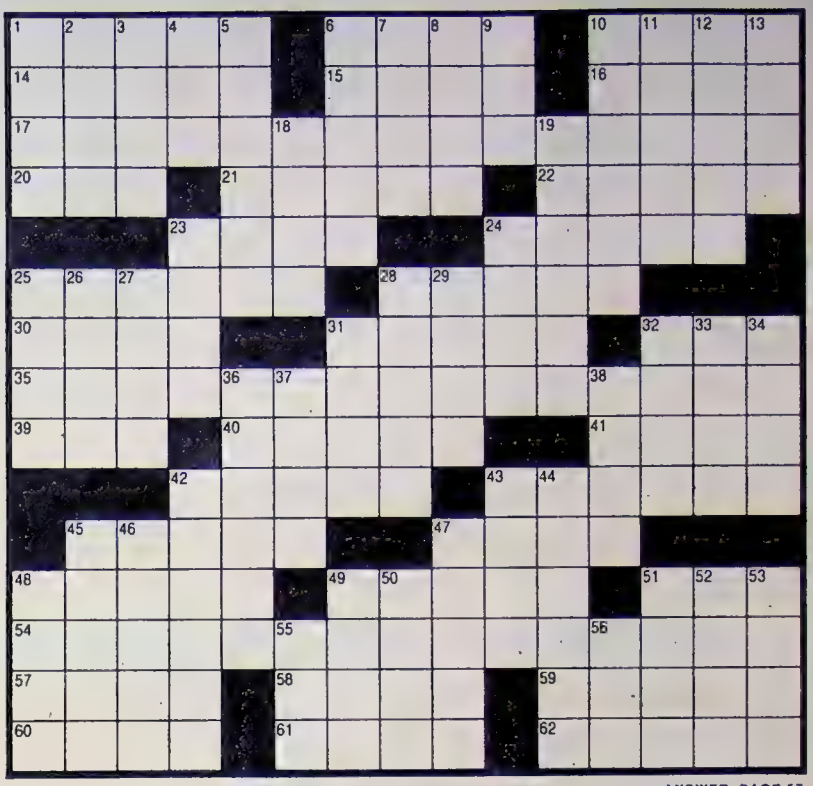
NOT TOO "HARD" ★

BY NORMA STEINBERG



ANSWER, PAGE 57

ACROSS

1 Sounds of astonishment
6 Baby's bed
10 Sleep under the stars
14 Ike's opponent in '52 and '56
15 Right-hand man
16 White House's ___ Office
17 Mork and Mindy's home: 2 wds.
20 Omelet ingredient
21 Bellybutton
22 Every 24 hours
23 "The Way We ___"
24 Spread for toast
25 Uses an aerosol
28 Put on clothes
30 TV preacher ___ Roberts
31 Zodiac's ram
32 Chicken ___ king: 2 wds.
35 Symbol of permanence: 3 wds.
39 "She" sheep
40 Hangs a right, e.g.
41 Actor James ___ Jones
42 T-bone or porterhouse
43 *The Godfather* star Marlon
45 It all adds up
47 Chick's cry
48 Cupid's missile
49 *The* ___ *Syndrome* (1979 movie)
51 Once around the track
54 Betty Rubble's cartoon friend: 2 wds.
57 On
58 Military grade
59 In debt
60 Yearnings
61 Aware of
62 Schnozzolas

DOWN

1 Comic Kaplan
2 Work like ___ (slave): 2 wds.
3 Counterfeit coin
4 Chum
5 Actor Poitier
6 Whittle
7 It's tossed at a wedding
8 Matinee star
9 Actress Barbara ___ Geddes
10 Colorful South Sea souvenirs
11 To no ___ (useless)
12 In a wild manner
13 Ruse
18 All ___ (listening attentively)
19 Black Sea port
23 Pedestrian's "go ahead" light
24 Ridicule
25 Achy, as muscles
26 Ship's front
27 Hare vs. tortoise event
28 Have a nip of
29 BBQ items
31 Taj Mahal site
32 ___ impasse: 2 wds.
33 Animal fat
34 Singer Guthrie
36 Canada's capital
37 Gasoline or kerosene
38 Word before year or frog
42 Walks noisily
43 Flexed
44 Use logic
45 Hackneyed
46 Synthetic fabric
47 Near-Communist, derisively
48 "___ in a Manger"
49 Bestseller ___ *of the Cave Bear*
50 Drop a clue
51 Miss Lane of "The Daily Planet"
52 Actress Bancroft
53 Cribbage scorers
55 To-and ___
56 Deuce

DOES THIS RING A BELL? ★

BY HOWARD SINGER

Here's a puzzle with a peal. The answer to each clue is a word, name, or phrase containing the word BELL. For example, the clue "Philadelphia landmark" would lead to the answer LIBERTY BELL, while "Sophisticated literature" would be BELLES LETTRES. If any of the clues don't ring a bell, you'll find the answers, all tolled, on page 58.

1. Bag-carrying hotel worker _____
2. *Peter Pan* fairy _____
3. Widely flared pants _____
4. Weightlifter's apparatus _____
5. "Dashing through the snow" song _____
6. Nightshade poison _____
7. Hemingway novel _____
8. Columbus's financial backer _____
9. *Howdy Doody* clown _____
10. Sylvia Plath novel _____
11. Inclined to quarrel _____
12. Chuck Berry hit song _____
13. Telephone pioneer _____
14. *Humboldt's Gift* author _____

GAMES TENTH ANNIVERSARY PUZZLE DECATHLON CONTEST ★☆

This contest is really 11 contests in one: 10 individual puzzle "events," and a "Decathlon" consisting of all 10 events put together. Contestants may enter any or all of the events, which have been designed to test the widest possible range of puzzle-solving skills.

The grand prize of a $50 gold eagle coin (containing an ounce of gold, and worth approximately $500) will go to the winner of the Decathlon. A first prize of $100 will go to the winners of each of the 10 individual events. Ten GAMES T-shirts will be awarded to Decathlon contestants as runner-up prizes, and one more T-shirt in each of the individual events.

Entering Each event (numbered 1 through 10) consists of a puzzle to be solved. The answer is a single word, number, or string of letters that is to be written on the entry blank on page 29, on the line corresponding to the number of the event. Write your answer(s) for the event(s) you wish to enter, as well as your name and address, on the entry blank or facsimile. On the back of your envelope or postcard, write the number(s) of the event(s) you are entering. If you are entering all 10 events, write "ALL" on your envelope or postcard. Only entries marked "ALL" will be eligible for the grand prize; these entries will also be eligible, automatically, for each of the individual event first prizes. Entries should be mailed to GAMES (see entry blank for address) and must be received by October 5, 1987. You may enter as often as you like, but each entry must be mailed separately.

Winning For each event and for the Decathlon, winners and runners-up will be chosen by random draw from among entries with the correct puzzle answers—or, if there are no correct entries, from among the entries that, in the opinion of the judges, come closest to being correct.

1. Ten Takeaway

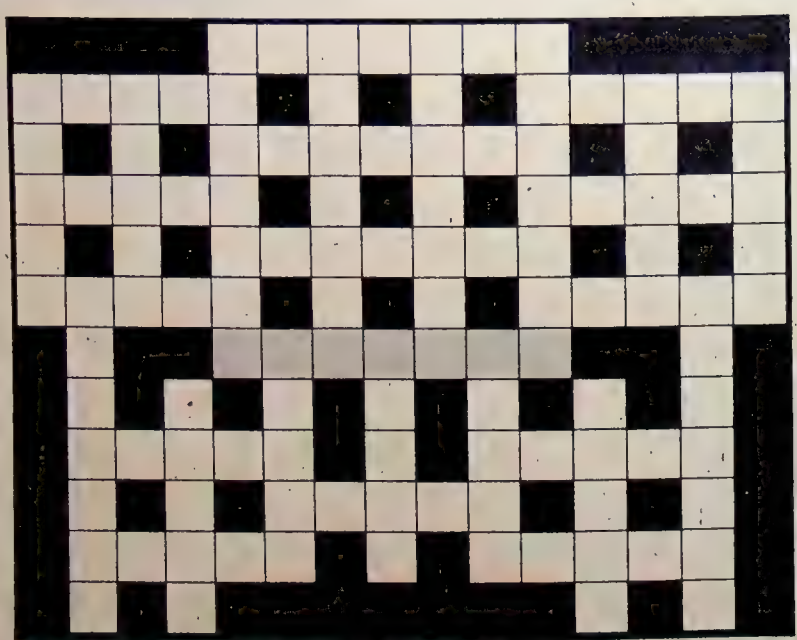
On the cover of this issue is a "10" sculpture made of nine blocks. Imagine that you and one other person are playing a game in which the two of you take turns choosing one of the blocks. The block a player chooses is immediately removed from the sculpture, *along with any block(s) wholly or partially above it.* The object is to be the player who removes the last block.

For example, if you choose block number 4 (a bad choice), blocks 1, 2, and 3, as well as 4, will be removed; your opponent can then win by choosing block 9, which causes all the rest of the blocks to be removed.

If you play first, one of the blocks (1-9) can be chosen to guarantee you a win, no matter how your opponent plays. Give the number of this block as your answer.

2. Crisscross

Fill in the words below so they interlock in crossword fashion in the grid. The middle (shaded) word, not given in the list, is to be determined from the crossing words. This word is your final answer.



ABACI	ELOPE	JACKS	SISSY	BANDAGE	REVISER
ANVIL	EXERT	PIANO	TOPAZ	GREYEST	SQUEEZE
AROMA	FRAIL	PIZZA	VALUE	HEROINE	WARTHOG
COVET	GRIST	RAISE	YACHT	HOSTILE	WORSHIP
DENSE	HOTLY	RAJAH	ZOOMS	REVERSE	

Grand Prize
A gold eagle coin
10 First Prizes
$100
20 Runner-Up Prizes
A GAMES T-Shirt

3. Double-Crostic

Solve this puzzle as you would a regular double-crostic (directions appear on page 34), except note that spaces between words in the grid are not indicated. The message in the completed grid will reveal further instructions. Follow them to determine the final answer.

1	2	3	4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30	31	32	33
34	35	36	37	38	39	40	41	42	43	44
45	46	47	48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77
78	79	80	81	82	83	84	85	86	87	88

A. Minos's subjects
___ ___ ___ ___ ___ ___ ___
33 15 50 7 86 42 69

B. Extemporaneously (3 wds.)
___ ___ ___ ___ ___ ___ ___ ___ ___ ___
78 54 70 84 75 63 49 34 88 3

C. Magazine founded in 1933
___ ___ ___ ___ ___ ___ ___ ___
64 53 59 12 77 32 9 22

D. "___ Dreams" (# 1 song by Heart)
___ ___ ___ ___ ___
35 52 45 83 68

E. Appraise
___ ___ ___ ___ ___ ___ ___ ___
27 37 10 56 18 41 1 21

F. Nautical spar
___ ___ ___ ___ ___
31 47 79 60 74

G. Mischievous dwarf
___ ___ ___ ___ ___
26 44 72 39 57

H. "Why should ___, because 'tis light?" (Donne) (2 wds.)
___ ___ ___ ___ ___ ___
23 38 71 67 19 76

I. Pressed
___ ___ ___ ___ ___ ___
4 24 29 61 14 85

J. Atlantic tern
___ ___ ___ ___ ___
30 58 80 43 16

K. One who stays up late (2 wds.)
___ ___ ___ ___ ___ ___ ___ ___
5 36 62 8 65 17 13 81

L. Adam Smith, e.g.
___ ___ ___ ___ ___ ___ ___ ___ ___
20 28 55 11 2 73 25 46 51

M. Mideastern capital
___ ___ ___ ___ ___ ___
66 82 40 48 6 87

4. Complete This Sequence

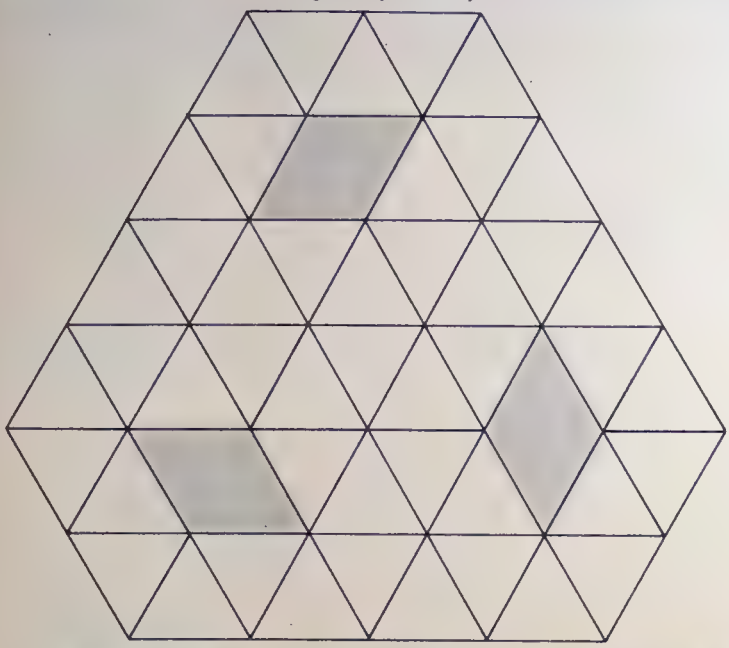
The four numbered items (1–4) below form the beginning of an unusual sequence. Give the order in which the four lettered items (A–D) should be arranged to best continue the sequence.

CLAUDIA KARABAC SARGENT

PUZZLE DECATHLON

5. Count The Triangles

How many triangles are in this figure? Triangles count even if they contain one or more other triangles or shaded diamonds. Put the total number of triangles of all sizes on your entry.



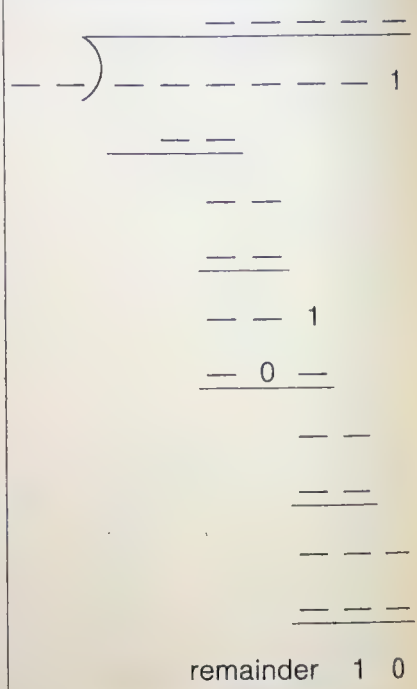
6. Word Search

The names of a number of world capitals (that is, capital cities of independent countries) are hidden in this grid. Each reads in a straight line horizontally, vertically, or diagonally. Find and circle them all. When the puzzle is done correctly, the leftover letters can be rearranged to spell the name of another country whose capital is not included here. Enter this country's name as your answer.

H S O E D I V E T N O M
A D S Y A J O R I A C A
S I A L K T A C S U M C
U R E Y E O O K S U A C
N D I P I S T R A L V R
C A N N I R S U C R E A
I M M A N A G U A K T W
O S L O M O T I R A N A
N S I N U T B R A B A T
R U T D A M A S C U S T
E H E L S I N K I L A O
B T S E P A D U B L I N

7. Digititis

We've removed most of the digits from the mathematically correct long division below, and replaced them with dashes. The missing digits can be determined by using logic and simple arithmetic. (No number starts with zero.) Give us the five-digit quotient (the number on the top line) of the completed problem.



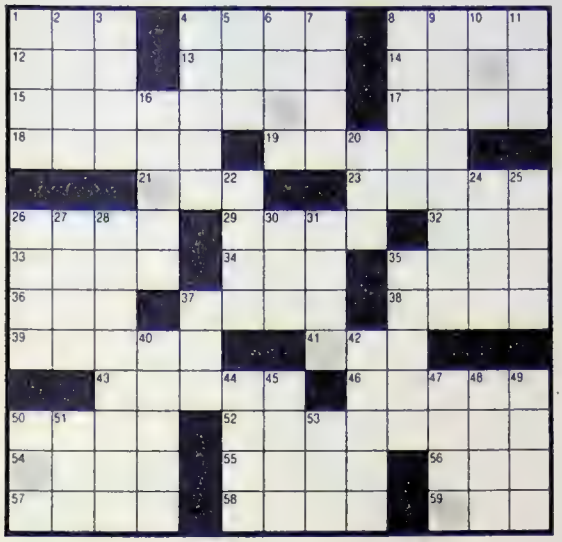
8. Cryptogram

Solve this puzzle as you would any cryptogram. (Directions appear on page 32.) The resulting message asks a question. The reply is your final answer.

JDEH JMAS
BNEICIZ "GNEXD"
XMITCTHT MY E
TLIMILB YMA
"GAMESXETH"
EAMPIS "XNAHECI
DECATHLON?"

9. Crossword

First solve this crossword puzzle. Then rearrange the letters in the six shaded squares to spell a word, which is your final answer. (Any rearrangement of the letters that spells a familiar word is acceptable.)



ACROSS

1 *Studio One* setting
4 Buoyant buggies
8 Hissen Habré's home
12 Gone shopping, perhaps
13 Check
14 Leonato's daughter
15 "The most gratuitous form of error": Eliot
17 Company VIP
18 Queening, e.g.
19 Crowd scene constituent
21 Zeus's babysitter
23 Fleming's figure
26 Cancer time
29 Film technique
32 School of the future
33 Charge
34 Mum, e.g.
35 Bear of story
36 Tanning need
37 Hamburger's better half
38 Dubai bigwig
39 Kennedy or Clark
41 Lafitte milieu
43 Key character
46 Cause
50 Slips separator
52 Literally, "roast sunshine"
54 *Douleur* : bread :: *unbehaart* : ___
55 See 54-Across
56 Covet, e.g.
57 Lincoln's and Gray's
58 Like omega
59 This, in a way

DOWN

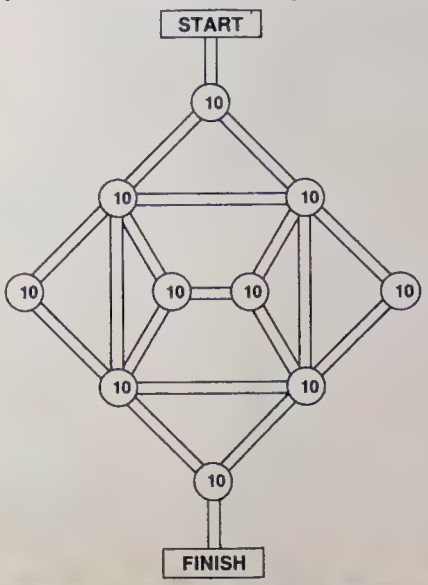
1 Lola's workplace
2 Result of a pat on the back
3 Bottom-of-page SAT instruction
4 Had smarts?
5 *Finnegans Wake* finish
6 Miami doings
7 Mother of Zeal
8 Abelard, to Héloïse
9 Magen David
10 119.6 square yards
11 Roy Atwell supplied his voice
16 Exercises
20 Starting point, for some
22 Remote African language
24 Huruingwuhti worshiper
25 Toot
26 Danny's lift man
27 One's one
28 Light meal
30 Like
31 God, to Gregory
35 British Arctic explorer-turned-admiral
37 It's felt overhead
40 Pulls down
42 Eleanor Southworth's married name
44 With colleagues, perhaps
45 Comic Jay
47 Inch, perhaps
48 Homologous
49 Strain
50 Yaw anglé, in, aeronautics
51 Ammonium, e.g.
53 *Cuba libre* ingredient

10. Pinball Maze

First, complete the Pinball Maze by placing one of the arithmetic symbols below it into each of the 10 "bumpers" (the circles), in front of the number 10. Each bumper must have a symbol, and all 10 symbols must be used.

Next, travel from START to FINISH, hitting each of the 10 bumpers at least once. Travel along the paths, changing direction, if you wish, at any bumper. You may not use any path more than once, but you may cross earlier parts of your route at bumpers.

When you leave START, your score is zero. Each time you hit a bumper, adjust your score by performing the arithmetic indicated there. (For example, when you hit a "+10" bumper, add 10 to your running score.) The object is to hit FINISH with the highest score you can. Your final score is your answer.



+ + + + − − − × × ÷

ENTRY BLANK

1. _____ 6. _____
2. _____ 7. _____
3. _____ 8. _____
4. _____ 9. _____
5. _____ 10. _____

Name _____
Street _____
City _____ State _____ Zip _____

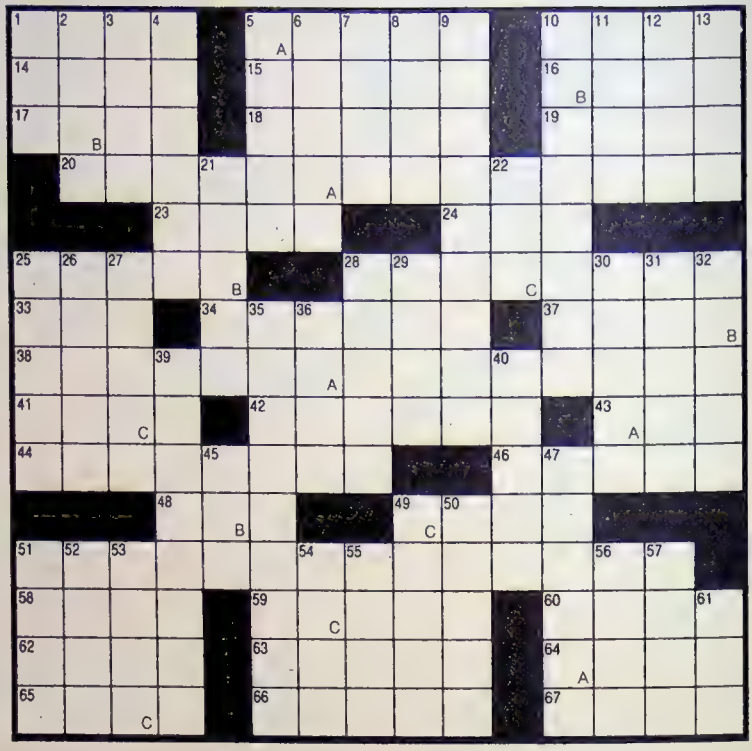
Mail to: Puzzle Decathlon, GAMES Magazine, 1350 Avenue of the Americas, New York, NY 10019. Entries must be received by October 5, 1987.

THREE LITTLE WORDS ★★

BY HENRY HOOK

Several of the squares in this crossword have the letter A, B, or C marked in the lower right corner. When the puzzle is completed, the letters in the five squares marked A can be rearranged to form a five-letter word. Similarly, the letters that go in the five B squares can be rearranged to form a word, and the letters in the five C squares can form another. After you've discovered the three words, combine them in pairs as indicated at 20-Across, 38-Across, and 51-Across to form the missing clues for those answers.

ANSWER, PAGE 54



ACROSS

1 Ostentatious display
5 Hopper or Gabler
10 Castle protector
14 Concert pianist Gilels
15 Put on a pedestal
16 Part of a yard
17 Tolstoy's Karenina
18 1982 film set in Baltimore
19 Kind of head or throat
20 A + B: 2 wds.
23 Mizzen, e.g.
24 Weaken with water. Abbr.
25 Angry with: 2 wds.
28 Clementine and Lili
33 Actress Meyers of *Kate and Allie*
34 Bullfighter
37 Robin Williams role
38 B + C: 4 wds.
41 Short-short dress
42 Humiliates
43 Bee follower
44 Christmassy, in a way
46 *Gypsy*'s Jule
48 Clockmaker's tooth
49 Pretzels' partner
51 C + A: 2 wds.
58 Margarine
59 "Three little ___ from school are we . . ."
60 ___ En-Lai
62 Change for a five
63 Bewildered: 2 wds.
64 Mistletoe rite
65 Michigan, for one
66 Dapper
67 Fluctuate rapidly

DOWN

1 Shooter's pellet
2 Atlanta arena
3 Neighbor of Wis.
4 Red Cross supply
5 The land down under?
6 Pronouncement
7 Admonitory word
8 Half of *sechs*
9 Heathrow or Gatwick
10 Adjust incorrectly
11 ___ about (roughly): 2 wds.
12 Farm fraction
13 TV's ___-*Team*: 2 wds.
21 Page of music
22 0
25 Mutilates
26 Herschel Bernardi sitcom
27 Noted 1981 bride
28 Windshield sticker
29 The "A" in A&E
30 One of the Reagans
31 It signifies "go"
32 Carousal
35 Protestant of Ulster
36 Country & Western singer McEntire
39 Reveal
40 Dunderheads
45 "Alley ___"
47 Misleading
49 Sometime bathroom fixture
50 English homework, maybe
51 April first victim
52 Brachial bone
53 Vichyssoise ingredient
54 Pro follower
55 Very light rain
56 Columbus's place
57 Inquisitive
61 GIs' entertainment: Abbr.

REORDER BLANKS ★☆

BY FRASER SIMPSON

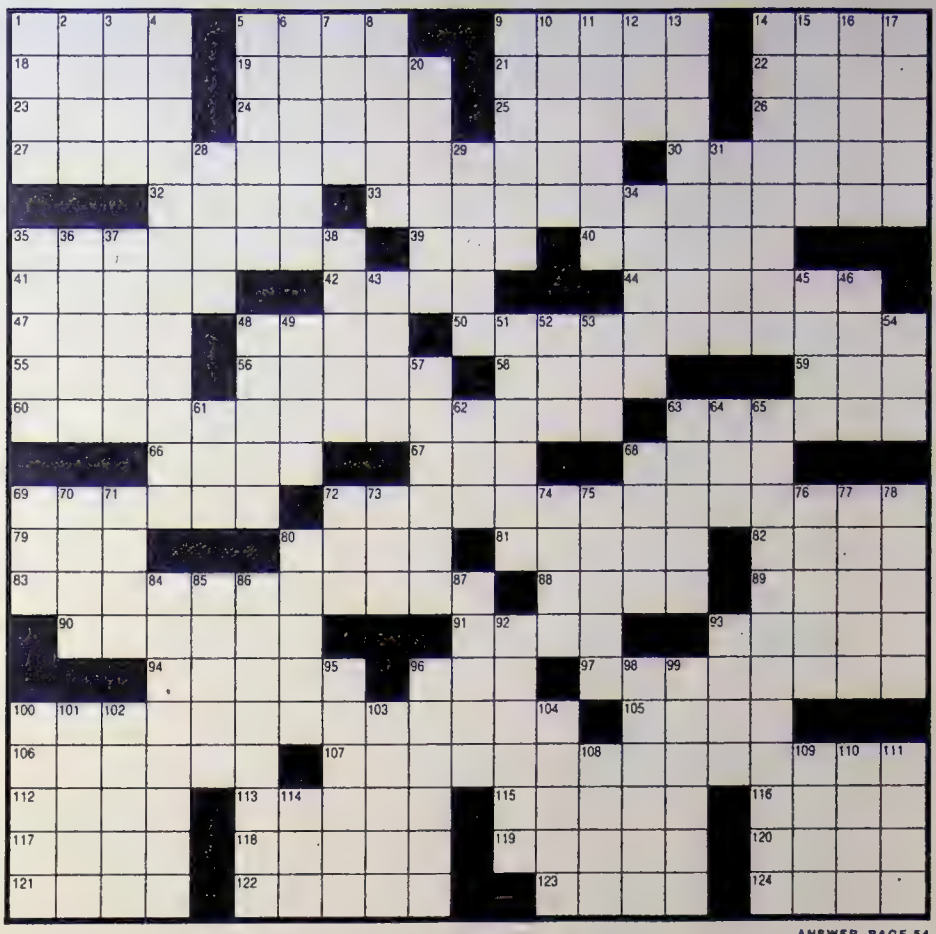
Rearrange the letters of each italicized word below to form a new word that will go in the blank to complete the sentence. For example, given the sentence "An *idea* was suggested by the nurse's ___," you could rearrange the letters of the word IDEA to form the answer, AIDE. How many of the sentences below can you reorder?

ANSWERS, PAGE 54

1. You may *recall* that grandpa's wine is kept in the _____.
2. Some *liberal* newspapers are printed in _____ for the blind.
3. We heard frantic *bleats* coming from the _____.
4. The people in the *citadel* speak a different _____.
5. *Desiring* a good view, Lila requested a _____ seat at the fight.
6. The *notaries* got the signature of the Spanish _____.
7. Be *silent*, and _____ for a change!
8. It's interesting to study the laws of the *ancients*, for _____.
9. Matthew's teacher *insisted* on _____ in the classroom.
10. *Painless* injections can prevent rabies in _____.

WHAT'S MY LINE? ★★★

BY CATHY MILLHAUSER



ANSWER, PAGE 54

ACROSS

1 *Beverly Hillbillies* actor
5 Venomous vipers
9 Sources of wealth
14 "Why ___ thou forsaken me?"
18 Famous last words
19 Ladd classic
21 Scrap a launch
22 Skagerrak port
23 Common object?
24 California grape
25 Geoffrey of fashion
26 Cable TV's C-___
27 Car manufacturer's job?
30 How hot some like it?
32 "Able was ___ ..."
33 Pencil vendor's job?
35 Mind-blowing 1981 film
39 Hwys.
40 Poison
41 TV's Mrs. Muir
42 Give the slip to
44 Christian sectarian
47 Jack of *Easy Street*
48 Sometimes it's brought up
50 Teacher's job?
55 Lamb by another name
56 *Moonlighting* receptionist
58 Pay for stay
59 ___ tai
60 Bifocal maker's job?
63 Comes to attention
66 Mythical archer
67 ___-di-dah
68 Panic
69 Up
72 Censor's job?
79 Scoundrel
80 Facility
81 Colo. Springs command post
82 Power
83 Oil dealer's job?
88 Ducks' docs?
89 Light bulb producer?
90 Honeybun
91 Moss byproduct
93 Toll
94 Modern religion from Iran
96 D.C. VIP
97 Say it isn't so
100 Cameraman's job?
105 Org. for the retired
106 Library nook
107 Innkeeper's job?
112 Incense
113 Mural starter
115 Plug part
116 *TV Guide* listing
117 Greatly
118 Bristlelike
119 Private student
120 Turner autobio, *I*, ___
121 Cartoonist's supply
122 Cold cuts
123 Sober-driving org.
124 In a jiffy

DOWN

1 Kingsley and Cartwright
2 On
3 Sewing case
4 Marriage counselor's job?
5 Hope
6 "Mouse"
7 Throe
8 Kilimanjaro forecast?
9 Brand names
10 Printers' daggers
11 Fails to
12 Direction suffix
13 Taking strides
14 Delivery site?
15 House Armed Services Committee chairman Les
16 Viewpoint
17 Iceman's tool
20 They'll knock you out
28 50th State bird
29 Presbyter
31 Column style
34 Rawboned
35 Sack out
36 Hepburn's lily
37 Has ___ of (connotes)
38 Jive talk
43 Soviet city
45 Tay toppers
46 Jacob's brother
48 Wouldn't shut up
49 Basketful, perhaps
51 Scalawag
52 Marvel Comics founder Stan
53 Officeholders
54 Don't chug-a-lug
57 Like some peanuts
61 Green acres: Abbr.
62 Crooner Cole
63 Burpee wares
64 Cartesian conclusion
65 Personnel manager's job?
68 *Animal House* group
69 German "Jeepers!"
70 Had regrets
71 *Dies* ___
72 Beanie
73 Sports jersey monogram
74 Bright star
75 Marathoner Waitz
76 "___ cock-horse . . ."
77 Prepared for prayer
78 Clichéd
80 Mediterranean arm: Var.
84 Small stools
85 Steaming
86 Rejectionary viewpoint
87 Wagnerian prop
92 Carried away
93 The Galloping Gourmet
95 "___ Have You" ('59 song)
96 Unbelievable bargains
98 Off limits
99 Henpecked
100 Morsel for Fido?
101 Rasta's god
102 Synthetic fiber
103 Dieter Jack
104 String along?
108 Teensy bit
109 Three Rivers river
110 MSG part
111 Cob or pen
114 Born

DSZQUPHSBNT! ★☆

BY ROBERT LEIGHTON

Below are seven messages, consisting of pithy sayings, fascinating facts, and a cartoon gag, which have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 57

1. CRYPTOON

RW R JDYDO'L KX JXYYRDU
TEXML KDYRXMKQG
SMYLROC GXM, R'U CRZD
GXM T CXXU XOD YRCSL
RO LSD OXKD!

2. FAST FOOD

NTICGM'V FV XZ YIM VT
BT FMVT *QAGTMWCG'U,
TLGZL W XFCCFTM
RWQXILBZLU, WMG NWVAR
VRZQ ARWMBZ VRZ UFBM?

3. DON'T LET GO

UKPTUBI DAM ZDPAFUZ P
MAWRJ FDUV MAXRJ QI UG
TWPLUFO VUKSRO SXRRIJ
ILIWOFDUBT FA FDI RIGF.

4. I BEFORE E

UXO *OSDWHMX WJSDFJDO
VOJEM JM UXGFDX HU
AOVO EOQHMOE ZP J ZJE
MROWWOV AHUX JIIOMM UG
J RVHSUHSD RVOMM.

5. MEMORY SERVES

MKWKSJRHK HNGAKUT ZYH
AK UKGKGAKUKL CRU INTM
MJK MXGK XM MYVKT MR
ZWRTK MJK LXUKZMRUF
YHL BKM JYWCOYF MR MJK
SJRHK.

6. LOOK IT UP

MPX QHCKEZWYHCYL
WVXYXVV EPRXPKEMP KUHK
ZMDXV KM DEPF BMWYF GX
H FEZKEMPHCL BEKU HP
EPFXS MN KUX BMCFV EP
GHZI.

7. TONGUE TWISTER

UHL IFLBCP UMBI UMHTT
UBOTI VJBENYL: *OBII
*IBUM BI UMBEN-INBCCTQ
GJU *OBII *UMBIUYT'I INBC
BI UMBENTH.

TIPS AND CLUES

Cipher 1: Ciphertext OXKD' represents the word NOSE.

Cipher 2: A three-letter word after a series of commas is often AND.

Cipher 3: Ciphertext MAWRJ and MAXRJ, which differ only in their central letters, represent the words WOULD and WORLD—but you determine in which order.

Cipher 4: A doubled letter at the end of a word having more than three letters is usually L or S. Try S here.

Cipher 5: The repeated three-letter word is THE.

Cipher 6: The only common word with pattern WXYXYVV is USELESS.

Cipher 7: The two commonest letters in this cryptogram are I and S.

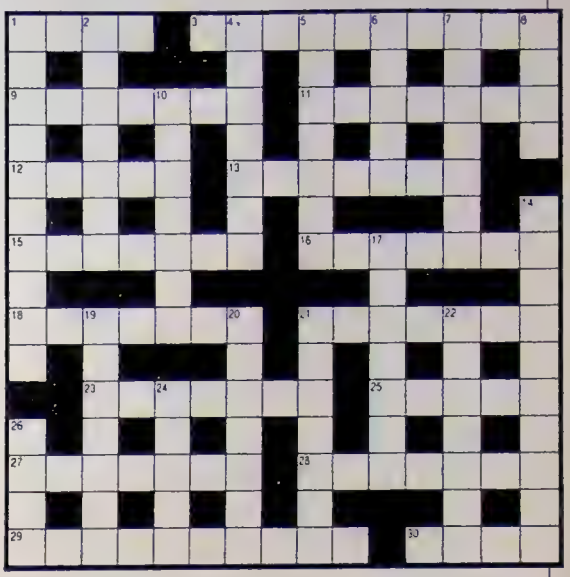
ROBERT LEIGHTON

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 58

PUZZLE 1 BY ERIC DASH



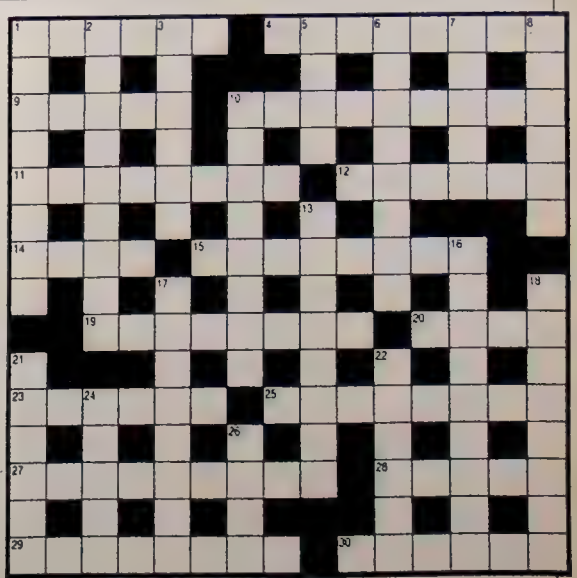
ACROSS

1 Southern tree made into window frame (4)
3 Have my tale ruined with loud music (5,5)
9 First of the sick lagging behind (7)
11 Exotic sea bird from the Orient (7)
12 Greeting from underworld ring (5)
13 Love poem—one from Europe (7)
15 Military lawman is heard (7)
16 Last of Neanderthals' huts found in digs (7)
18 Citrus fruit in front of old stoves (7)
21 Contract in a card game (7)
23 Mesa seen in deep, late autumn (7)
25 Kind of art Kennedy chose (5)
27 Most knotty threads untangled (7)
28 Perhaps one dug at bottom of prison! (7)
29 Farm folks take in a bit of light banter (10)
30 One retiring is gray (4)

DOWN

1 Eccentric to do themes and play romantic music (3,3,4)
2 Retills ground with less motion (7)
4 Drunk logger left some Chinese food (7)
5 They watch as I swerve wildly (7)
6 Girl has time for films (5)
7 Springsteen agent grabs adolescent (7)
8 Couples listened to wildcat (4)
10 Pressing on in the midst of one call (7)
14 Superiority of broken candy canes (10)
17 Cast worn out from prize-winning play (3,4)
19 Slander by its very nature follows Oakland team (7)
20 Teens we rehabilitated to make agreeable (7)
21 In pieces, as below (7)
22 Reds hit pitches in confused states (7)
24 Helps one over risks (5)
26 Posh variety store (4)

PUZZLE 2 BY EMILY COX & HENRY RATHVON



ACROSS

1 Curtis Strange is from the country (6)
4 Soldier with company (1000-man) at party (8)
9 Doodle topless swimming style (5)
10 Wagon-pulling animal running short race (4,5)
11 Baseball's Rod and Ron awfully worried (8)
12 Trial or trade (6)
14 Night uniform (4)
15 Flier, in pure jest, going out of control (8)
19 Titmouse, flying, breaks from the action (8)
20 In soda, large splash (4)
23 French author describes Princeton's original college grounds (6)
25 Dillydally, that is, in women's clothing (8)
27 Seeing Eliza gyrating, wearing hoop (9)
28 Boredom is among dozen nuisances (5)
29 Throng repulsed one milk farmer (8)
30 Stick commercial in this spot (6)

DOWN

1 Frenzied or hectic rebound (8)
2 Loiters in street that's most glamorous (9)
3 Lawn is trampled in wedding party? (2-4)
5 Monster makes you, uh, run backwards (4)
6 Partly opened a canned meat up for an Indian bigwig (8)
7 Never spilled guts (5)
8 Single sick playwright (6)
10 String unraveled your trouser material (8)
13 Watch object boiling (8)
16 Standing for cheer in a dazed state (9)
17 No chance of harm in solidarity among devils? (8)
18 Bit of pickle in a little relish (8)
21 Came home to Dakota (6)
22 Harmonized with silver wind instrument (6)
24 City in Guam I am in (5)
26 Opera star is breathless when upset (4)

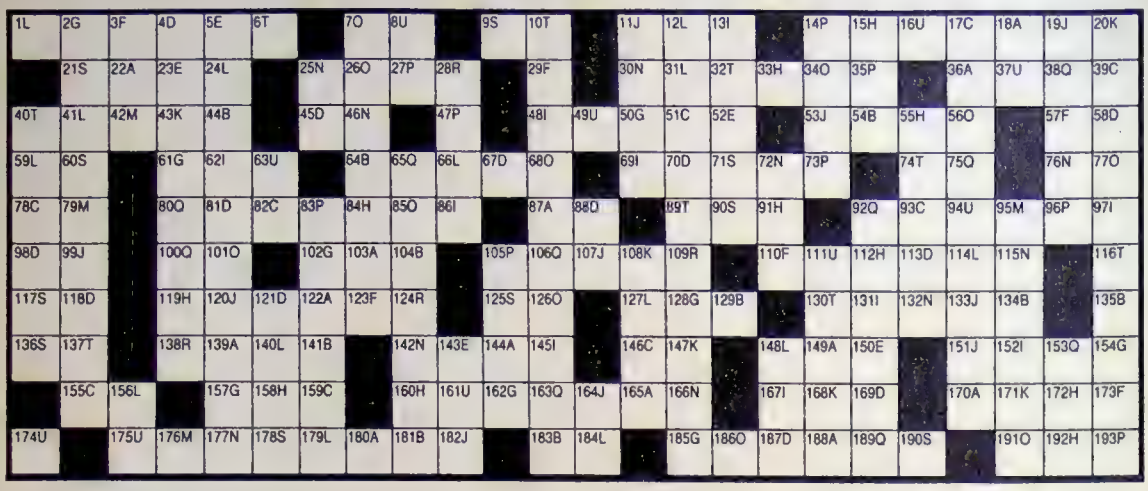
For tips on solving cryptic crosswords, send a stamped return envelope to: "Cryptic Solving Guide," GAMES, 1350 Avenue of the Americas, New York, NY 10019.

DOUBLE CROSS ★★

BY MICHAEL ASHLEY

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 54



A. 1600 Pennsylvania Ave. (3 wds.)
18 22 36 87 103 180 122 149 139
165 188 170 144

B. Gnu
183 54 181 44 134 135 129 104 64 141

C. Child's weekly stipend
17 39 93 78 146 155 51 82 159

D. Best Picture of 1934 (with "E") (3 wds.)
4 45 58 113 67 70 118 121 88
169 187 98 81

E. See Clue "D"
5 23 52 143 150

F. Be of importance
3 29 57 110 123 173

G. Extended, as one's arms
2 50 61 102 128 154 162 185 157

H. Star of *One Million Years B.C.* (2 wds.)
55 172 15 84 160 33 112 91 192
119 158

I. Former pro basketballer "The Big 'E' " (2 wds.)
13 131 152 97 145 62 167 48 86 69

J. Anchor for a wall hanging (2 wds.)
11 19 53 99 107 120 133 151 182 164

K. University officer
20 43 108 147 168 171

L. First Lady of Mystery (2 wds.)
31 148 59 127 179 140 1 12 114
66 24 156 41 184

M. A.M., poetically
95 176 79 42

N. Sight of delight for a skier (2 wds.)
76 132 177 115 72 166 30 25 46 142

O. 1962 Katherine Anne Porter novel (3 wds.)
85 186 7 101 77 191 126 34 26
56 68

P. Beatles album featuring "Here Comes The Sun" (2 wds.)
83 96 105 14 193 35 27 47 73

Q. Alexander the Great's steed
80 106 92 153 38 65 163 189 100 75

R. It's usually due on the 1st
124 109 28 138

S. Breed of English dog used in water hunting
9 21 60 71 90 117 125 136 178 190

T. Stirring things up
89 6 74 137 40 116 32 10 130

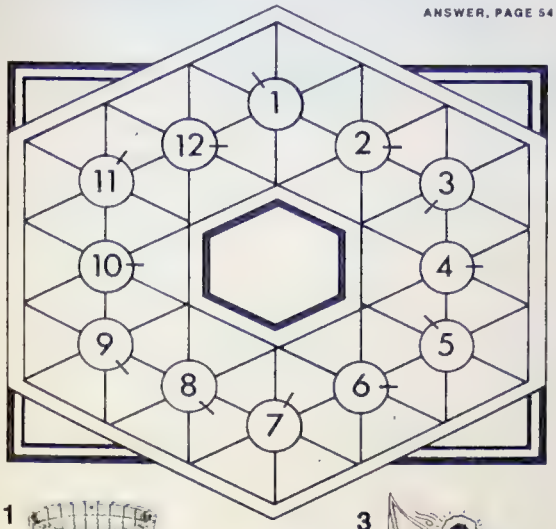
U. "The Man of La Mancha" (2 wds.)
175 111 8 161 16 94 37 49 174 63

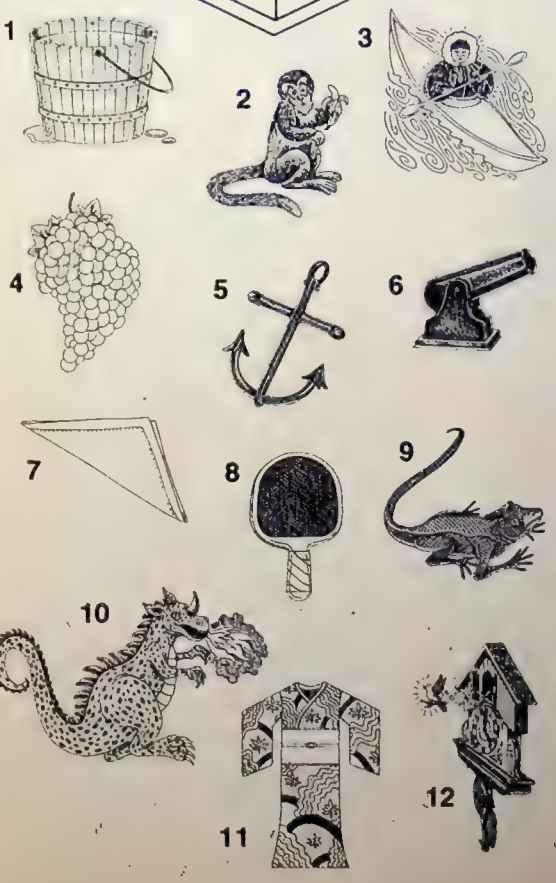
PICTURE BEEHIVE ★

BY WILL SHORTZ

Enter the six-letter name of each picture around the appropriate number in the beehive, beginning at the triangle indicated by the short line and proceeding one letter per space. An answer may read clockwise or counterclockwise—the direction in each case is up to you to determine.

ANSWER, PAGE 54





CLAUDIA KARABAIC SARGENT

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY STANLEY NEWMAN

In a Phrase

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

HARD CLUES ★★★

ACROSS

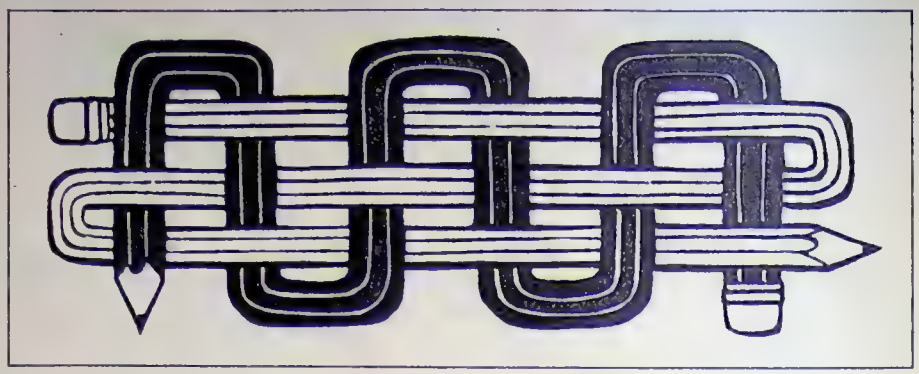
1 Lunatic's locale?
7 "Hole" number
10 Whack
14 Tolkien tree-people
18 Venezuela, Algeria, Nigeria, etc.
22 *Terms of Endearment* role
23 Porter
24 Patriotic abbr.
25 ___-mutuel
26 Joseph Wiseman title role
27 1938 Horse of the Year
29 Hand-me-down recipient?
31 "How ___ the little busy bee . . ."
32 Football scores
33 Carrot kin
34 "___ be in England . . ."
36 Animate
37 It means nothing to filers
38 Subject of some bargaining
39 ___ Diavolo
40 Patsy
41 Milk man
44 Mathew Brady, for instance
51 Realtor's invitation
53 Powder for polishing
54 Food for tot?
55 Title in India
56 Make things happen
57 The coast of France
58 Make rain, maybe
59 It starts with a big E
62 Ham's landing place
64 Ending for cash or bombard
66 Go head-over-heels
67 Brace
70 Till now
71 *Brahmo-Dharma* author
73 Cubed?
74 ". . . ___ a lender be"
75 One of LBJ's beagles
76 It may be tanned
77 Jessica's *Gin Game* partner
79 He gives sound advice
84 Shakespearean heroine
87 Woodcutters' tools
89 "Take this!"
90 Parade favorite
95 Rainbow
96 Deli orders
97 Obscure stuff
98 Having singled
102 Made to feel small
103 Colombian kinfolk
104 Ending for legal or Japan
105 It precedes *quattro*
106 Stops waxing?
108 Les or Larry of orchestral fame
111 Word for a ship
114 Rev.'s talk
115 Record-recalling writ
119 ___ Canals
120 Begin home
122 Heavyweight dethroned in 1964
123 Shank
125 Lister's shortcut
126 *Viva voce*
128 *Kidnapped* monogram
129 Breakfast stack
132 Scratch the surface
133 Flight segment
135 Hormone sources
137 Magic potion
138 Lemmon/Falk film of '67
140 Actor Cariou
141 Word with six or South
142 City off.
143 Barley beverage
145 "Un bel dì," for one
147 Actor Moses
148 Stocking stuffer
151 Early autos
153 De la Mare ode
155 Sicko's psyche
158 Scissor case
159 Beat (out)
160 "Them" or "us"
161 Hoo-ha
162 Held one's horses
163 New Math units
164 Noted Washington hospital
165 October birthstone
166 Chatter
167 Main street

DOWN

1 Author of *The Immigrants*
2 Bemoaned
3 Tax-law targets
4 Boston : Beacon :: San Francisco : ___
5 "Fire when you are ready, ___"
6 Not so tough
7 Williams or Winchell
8 Clay, today

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

Don't Peek Until You Read Page 35!



EASY CLUES ★

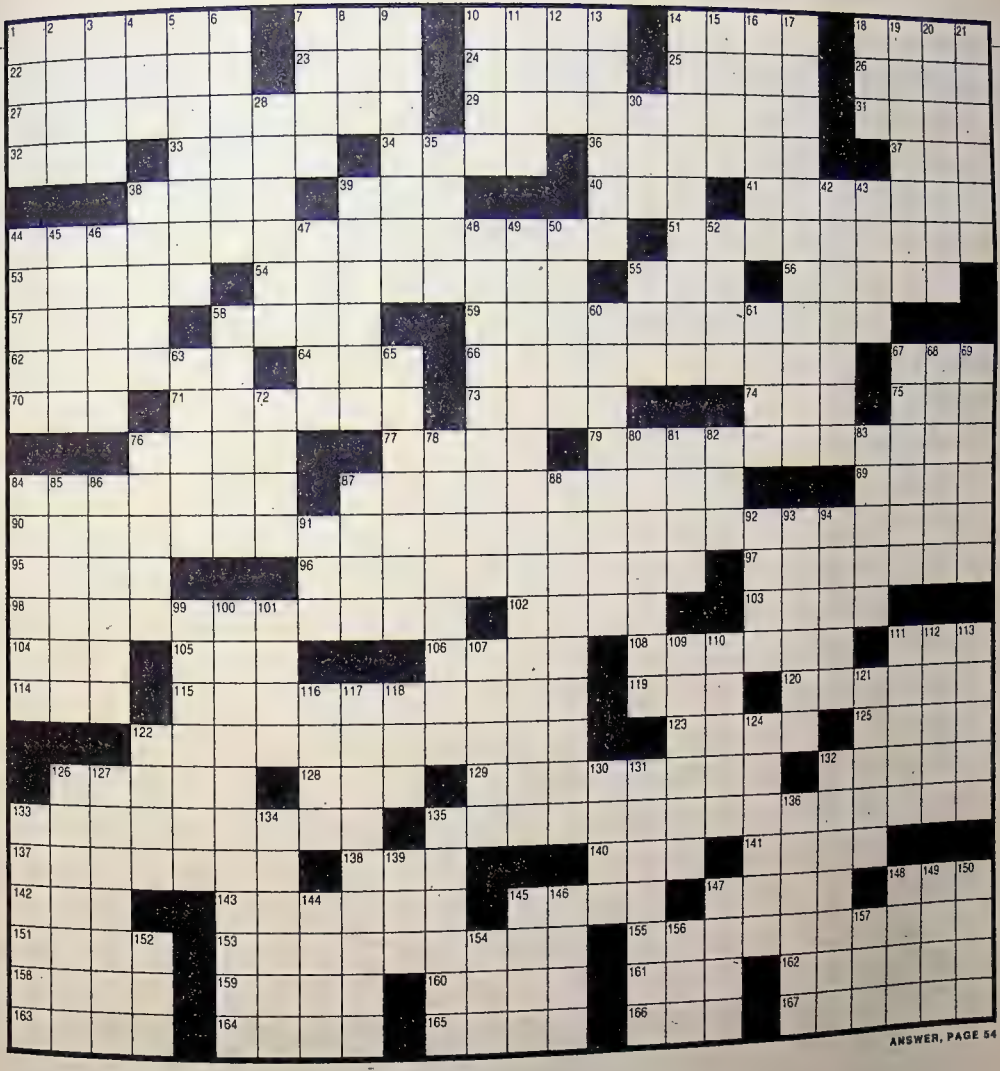
ACROSS

1 "The Surrey with the ___ on Top"
7 ___ for the course
10 Nickname for a jock
14 Tolkien creatures (SENT anag.)
18 Oil cartel, for short
22 ___ borealis
23 Pub drink
24 From the U.S.: Abbr.
25 ___-mutuel betting
26 First 007 film: 2 wds.
27 Hardtack: 2 wds.
29 Bequest recipient
31 "How ___ the little busy bee . . ."
32 Football scores, for short
33 Pickle type
34 "___ be in England . . .": 2 wds.
36 Give spirit to
37 "What ___ heck!"
38 Earnest request
39 Monk's title
40 Tree juice
41 French chemist Louis
44 Old-time photographer
51 "Everybody is welcome" event: 2 wds.
53 ___ board (nail file)
54 Children's bill of fare: 2 wds.
55 ___ Lanka
56 Motive
57 Pigeon's home
58 Go to ___ (decay)
59 Opthalmologist's wall chart: 2 wds.
62 Mount where the Ark landed
64 Comparative ending
66 Kid's acrobatic act
67 Number for a tango
70 So far
71 Bengali poet (GET OAR anag.)
73 Frozen
74 Likewise not
75 Beatles' "And I Love ___"
76 Secrete
77 Actor Cronyn
79 Sound waves expert
84 Hamlet's girlfriend
87 Tools for cutting curves in wood: 2 wds.
89 "Present!"
90 Sousa favorite: 5 wds.
95 Eye part
96 Deli drinks: 2 wds.
97 Occult doctrine (SORE YET anag.)
98 Like a successful bunter: 3 wds.
102 Stupefied
103 Spanish uncles (OTIS anag.)
104 Language suffix
105 Three: It. (in INTREPID)
106 Goes down, as the tide
108 Bandleader Les or Larry
111 *He and* ___ (old sitcom)
114 Sunday speech: Abbr.
115 Judicial writ (RICER RATIO anag.)
119 Jack of *Barney Miller*
120 Tel Aviv's land
122 Whom Clay beat for the title: 2 wds.
123 Shankbone (in ENCRUSTED)
125 And others: 2 wds., abbr
126 So all can hear
128 *Treasure Island* monogram
129 Flapjacks made from grain
132 Twenty, in the Gettysburg Address
133 Where the carpet wears first
135 Thyroid, pituitary, etc.: 2 wds.
137 Love potion (HELP IT + R anag.)
138 1964 Murray Schisgal play
140 Author Deighton
141 Profound
142 City officeholder: Abbr. (LAD anag.)
143 Medicinal beverage (A STEIN anag.)
145 Operatic solo
147 TV detective Peter ___
148 "Little piggie" of rhyme
151 Antique autos (SORE anag.)
153 De la Mare ode: 3 wds.
155 Psychopath's feature: 2 wds.
158 Sewing case (TIE + U anag.)
159 TV's *The* ___ *of Night*
160 Flank
161 *Much* ___ *About Nothing*
162 Slowed down, as a horse
163 Tennis units
164 *It's a Wonderful Life* actress Donna
165 Fiery gemstone
166 Tibetan beast
167 Aorta, for example

DOWN

1 Quick
2 Regretted
3 Gershwin and Levin
4 San Francisco's ___ Hill
5 "Fire when you are ready, ___": Dewey
6 "___ said than done"
7 Pope John ___ II
8 Mr. Baba?
9 Snappy comebacks
10 Fisherman's worms
11 Mae West film, ___ *Angel*: 2 wds.
12 Exclamation of disgust
13 Most unrestrained
14 Fern-seed covers (ROPE SPIES anag.)
15 Western alliance, for short
16 Acting group
17 Queen Guinevere's lover: 2 wds.
18 Not divisible by two
19 Form-changing Greek god
20 Get excited about
21 Hold together
28 *2001* author Arthur C. ___
30 Substance in cells: Abbr.
35 German philosopher Rudolf
38 More like the driven snow
39 Horse food
42 Indian Prime Minister after Nehru (A-SHIRTS anag.)
43 Racetrack tipster
44 Tooth hazard
45 Love, to Leonardo
46 Reach: 2 wds.
47 "Old MacDonald" refrain
48 Gloomy feeling
49 Mark Twain novel (with *The*): 2 wds.
50 Catty remark, often after "so": 2 wds.
52 ___ colada (summer drink)
55 Camera type: Abbr.
58 Ballparks
60 Took out, as for private words: 2 wds.
61 Wine casks (STUN anag.)
63 At an angle
65 Sharpens again
67 Steal
68 Model, for instance
69 Cantankerous
72 Equipment
76 *Steppenwolf* author Hermann
78 Modernizers
80 Ice___ (skating show)
81 Is obligated to
82 ___ *Enterprise* (*Star Trek* ship): Abbr.
83 Newsman Huntley and others
84 Singer Redding and others
85 Sentence section
86 Young cow
87 Singer Vikki
88 Gets big enough to wear: 2 wds.
91 ___-fi
92 Greek cheese
93 Egyptian underworld god
94 Alex Haley book and miniseries
99 Before the judge. 2 wds.
100 Fashion leader
101 Plant with fronds
107 Conductor's stick
109 Imprison: 2 wds.
110 Bridge expert Charles
111 "Little Miss Muffet ___ a tuffet": 2 wds.
112 Learned via the grapevine
113 Those girls, in Grenoble
116 Brit's car wheel (TREY anag.)
117 Inopportune
118 "___ only that she's growing old": 2 wds.
121 Summary
122 Dirt
124 Exhausted: 2 wds.
126 Sports player
127 Arranged, as plans: 2 wds.
130 Roman 251
131 Basement access
132 Svelte
133 Tires in the trunk
134 Electron tube
135 Nevertheless: 2 wds.
136 Biological groups (in REGENERATED)
139 Actress Merkel
144 Wise man
145 Alan of *M*A*S*H*
146 Rod and ___
147 Understand, à la Heinlein
148 Fork part
149 Unique fellow
150 Country singer Arnold
152 Opposite of "bro"
154 Potato-chip topping
156 Nabokov novel
157 Noted engineering school, for short

LARS AND LOIS HOVANSON



ANSWER, PAGE 54

HARD CLUES (CONT'D)

9 Comebacks
10 Tease
11 West's ___ *Angel*
12 Relative of "Yecch!"
13 Maximally uninhibited
14 Fern-seed coverings
15 Group HQ'd in Brussels
16 Repertory group
17 Franco Nero's *Camelot* role
18 Unmatched
19 He went through changes
20 Wax ardent
21 Unite
28 *Rendezvous With Rama* author
30 Cellular substance
35 German philosopher Rudolf
38 Closer to 24K
39 Horse course
42 Nehru's successor
43 Talk up
44 Dentist's target
45 Romance romance
46 Allude to
47 Refrain from childhood
48 Worst-case mood
49 Twain book (with *The*)
50 *Guys and Dolls* song
52 ___ colada
55 Camera, initially
58 Surveyor's instrument
60 Detoured
61 Beer barrels
63 Listing
65 Does more cutlery
67 Appropriate
68 Put-on artist?
69 Like this crossword
72 Shift selection
76 Mystical novelist
78 They keep things current
80 Ice ___
81 Must pay
82 Warship initials
83 Huntley and Atkins
84 Birdsong and Redding
85 *Wheel of Fortune* category
86 No bull!
87 Creator of detective Gideon Fell
88 Gets big enough to wear
91 Asimov's subj.
92 Greek salad ingredient
93 Son of Nut
94 Underground system
99 Present for a trial
100 Whom the crowd follows
101 Classy houseplant
107 Seiji Ozawa's stick
109 Fix, as interest rates
110 *Bridge Is My Game* author
111 Squelched
112 Found out
113 Bardot and Deneuve, to Vadim
116 Biblical town
117 Not timely
118 French suffix with Gaul
121 Pre-owned tire
122 Get dirty
124 Gone
126 Jock
127 Explained logically
130 DII ÷ II
131 Basement access
132 Willowy
133 Alley marks
134 Outmoded TV tube
135 Taking that into account
136 Biological groups
139 Spanish article
144 Kind of brush
145 *Sweet Liberty* star
146 Lively dance
147 "I ___ Spock" ('60s lapel button)
148 Pitchfork point
149 More than a rarity
150 Mariner's hazard
152 José's okays
154 Pickpocket
156 Orthodontists' org.
157 College on Mass. Ave.

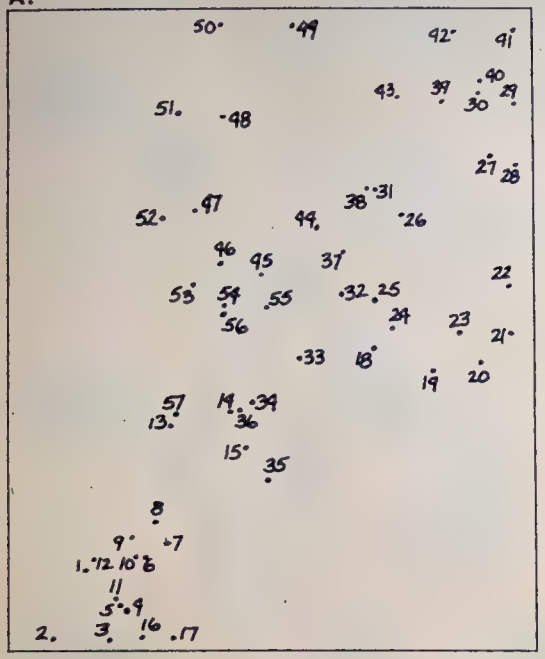
CONNECT-THE-DOTS EYEBALL BENDERS ★

BY ROBERT LEIGHTON

Fans of GAMES's regular Eyeball Benders page are familiar with the usual beguiling photographs of everyday items. But in this puzzle, you create your own Eyeball Benders by connecting the dots. When completed, each of the four pictures will reveal a close-up view of a different, common object. What are they?

ANSWERS, PAGE 58

A.



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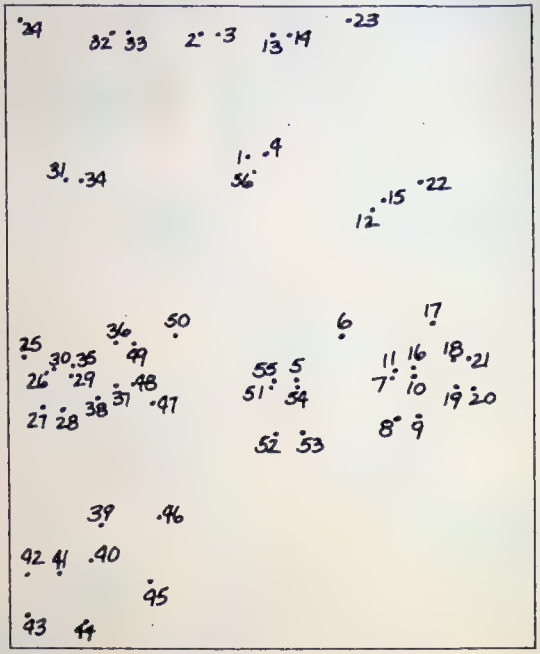
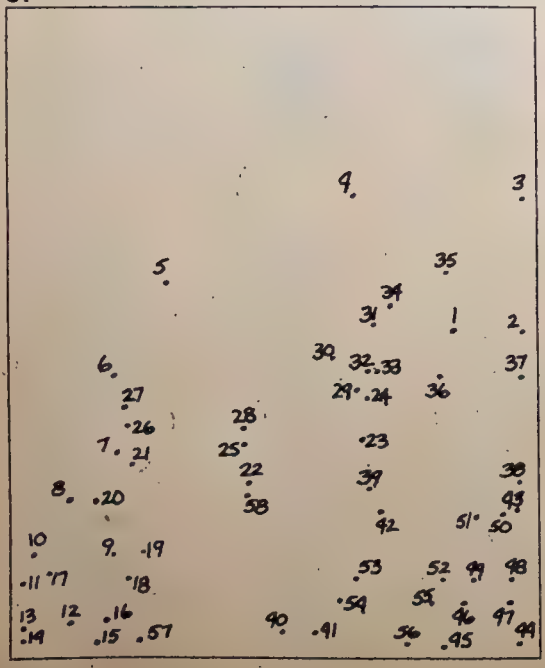
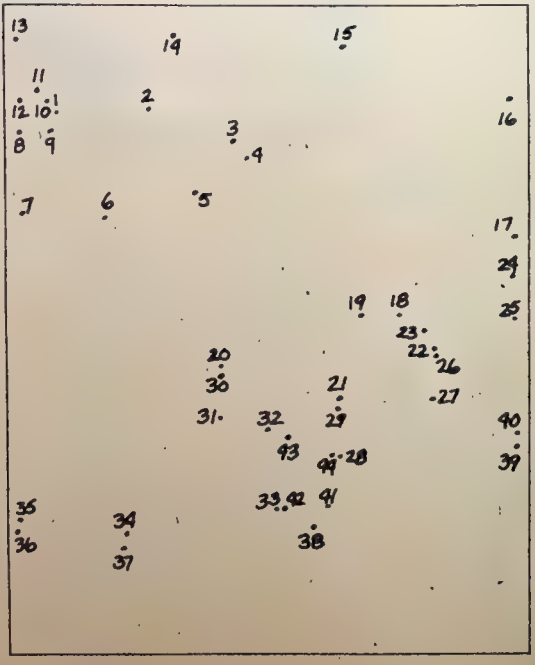


C.



D.



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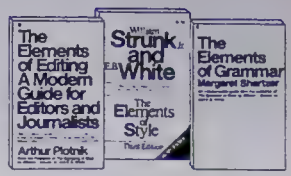
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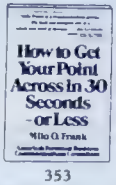

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Bringing Up BABY

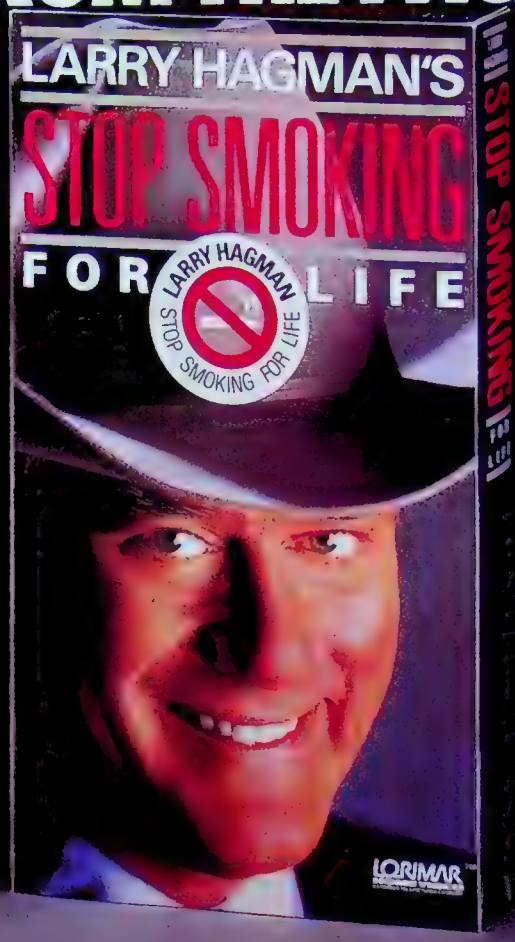
Follow the Bouncing Baby in this Time Sequence Puzzle ★

Photographs by Keith Glasgow

Photographer Keith Glasgow is no babe in the woods when it comes to recognizing a potential puzzle. Two years ago, after his wife gave birth to Alison, Glasgow had the idea of creating a sequence puzzle by photographing his daughter at two-month intervals. The 12 photos are a record of Alison's growth over a 24-month period. Putting them in the correct chronological order may be harder than it seems—we kid you not.

ANSWERS, PAGE 54

BREAK AWAY FROM THE PACK.



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THE SUPER

BY KEVIN LANGDON

Most of us have taken IQ (intelligence quotient) tests, usually in school. Often, though, schools keep IQ test results secret, leaving us to wonder how we scored. And even if we know our score, we may be curious about whether the result was really accurate, or is still valid. The following harder-than-usual test, designed especially for GAMES by leading high-IQ testmaker Kevin Langdon, offers a chance to satisfy our curiosity.

What is commonly meant by "intelligence" is actually a combination of different abilities, only some of which can be measured by means of a paper-and-pencil test. This test is designed to measure *attention in reasoning*, the ability to discern complex patterns in data and draw correct inferences from them.

A first run-through of the test will probably be daunting. But keep two things in mind: Although a high school education or equivalent is assumed, no specialized knowledge is necessary to solve the problems; and there is no time limit. So don't rush—a problem that baffles you at first may suddenly seem solvable a day or two later.

The test is expected to be accurate from the general population mean (an IQ of 100) to approximately four standard deviations above the norm (an IQ of 164, which is higher than all but about one person in 30,000). Once an adequate statistical sample has been accumulated, norms will be established, allowing those who have taken the test to determine their IQs from their test scores. Answers, explanations, and scoring information will appear in the December/January issue of GAMES. Readers who do not wish to wait that long for the results may send a self-addressed, stamped envelope to: IQ Test, GAMES Magazine, 1350 Avenue of the Americas, New York, NY 10019. We'll send you the answers and scoring information as soon as it is available (probably in October).

For a fee, you can obtain an official IQ score that may be acceptable for admission to certain high-IQ societies. Some societies, such as Mensa, do not accept the results of unsupervised tests; but high-range tests of this type have been accepted by all the high-IQ societies that attempt to discriminate at the one-in-1000 level or higher. Those responsible for admission policies for the various high-IQ groups have not yet made a determination about this test's acceptability, but will do so after norms have been established. If you want an official test result, complete the test by September 30 and follow the instructions in the next column.

INSTRUCTIONS

This is an individual test of intelligence and is to be completed without consultation with anyone else, by voice, in writing, or by any other means. Reference materials and calculators may be used freely. There is no time limit.

For the Figure Series, mark on your answer sheet the letter of the choice that best continues the progression given. The Miscellaneous Symbolic and Miscellaneous Spatial Problems themselves will indicate the form your answers are to take. For each item, the penalty for a wrong answer is one-fourth the credit for a right answer. Each item has a single correct answer; multiple answers will be counted wrong.

This test will be scored by Polymath Systems, P.O. Box 795, Berkeley, CA 94701, for an $8 scoring fee. Answer sheets to be scored must be postmarked by September 30, 1987 (received by October 1 for postage meters), for an official score report to be issued. Score reports will be mailed by November 30 to everyone submitting an answer sheet. Answers and reasoning for the test items will be published in the December/January issue of GAMES.

Please do not request clarification or explanation of the test items, as providing additional information would violate the standard testing conditions essential for statistically meaningful results. You may, if you wish, include comments with your answer sheet. Polymath Systems cannot reply to comments on the content of specific test items.

For those who wish to try more difficult and challenging tests, two high-range instruments, the **Langdon Adult Intelligence Test** and the **Four Sigma Qualifying Test** (ceilings 176 and 181, respectively), are available from Polymath Systems for $8 each (plus $2 shipping and handling per order), which includes scoring.

MISCELLANEOUS SYMBOLIC PROBLEMS

1. Which does not belong?

A. ED B. GY C. KT D. LN E. ME

2. The probability that an old-fashioned watch will stop is 10% per hour. If the watch is set and started at 12 o'clock, what is the probability (to the nearest 1%) that the hour hand will point below the horizontal 12 hours later?

A. 34% B. 41% C. 47% D. 56% E. 64%

3. How many individual items did my true love give to me from the first through the twelfth day of Christmas? (A partridge in a pear tree counts as one item.)

A. 78 B. 144 C. 252 D. 364 E. 468

IQ TEST

Test Your Powers of Reasoning With the Polymath Intellectual Ability Scale

4. Eleven marbles are divided into a certain number of groups. Each marble is either black or white. There are exactly two white marbles in each group. Each of the groups contains a different number of marbles. One of the groups contains two more black marbles than another.

How many marbles does the largest group contain?

A. 4 B. 5 C. 6 D. 7 E. 8

5. Which letter continues the progression which begins with the following letters?

W L C T P W B W T F

A. L B. P C. T D. W E. Z

6. Each of the five sets of letters below can be arranged to form at least five words. Which set yields two words with opposite meanings?

A. A E L S T B. A E P R S C. A E R S T
D. E I M S T E. E O P R S

7. # * # @ * % # $

Which symbol comes next?

A. # B. * C. @ D. % E. $

8. Four men are blindfolded and a hat is put on the head of each; they are told that each man will receive either a red, yellow, or blue hat. Each can see the hats on the heads of the other three men when the blindfolds are removed; none can see the hat on his own head. They are instructed that they are to raise one hand if they see hats of exactly two colors on the heads of the other three men. While they are blindfolded, a red hat is placed on the head of one of the men, a blue hat on another, and yellow hats on the remaining two.

After the blindfolds are removed, the men who see hats of two colors have raised their hands, and each man has seen whether each of the others has raised his hand, the men with which colored hats can deduce the colors of the hats on their heads? (Assume all four men are completely rational.)

A. none
B. red and blue
C. yellow
D. all three colors
E. It is impossible to determine from the information given.

9. Read the following statements:

I. An odd number of these statements are false.
II. At least two of these statements are true.
III. Statements I and II are not both true.
IV. If statement I is false then statement II is false.

Which of the above statements must be true?

A. I B. II C. III D. IV E. none of the above

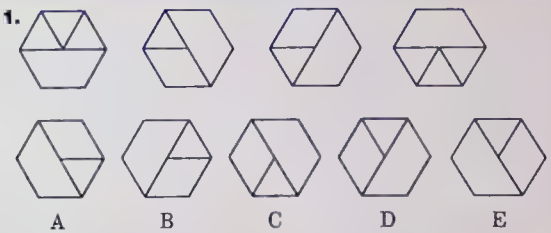
10. Four weights are colored red, yellow, blue, and green and weigh 2, 3, 5, and 7 pounds (not necessarily respectively). A robot performs weighing operations by placing any weight or combination of weights, as instructed, on the pans of a two-pan balance simultaneously and allowing the pans to tip or balance.

How many weighings will always be sufficient to determine the color of each of the weights, regardless of the order in which weights are chosen for trial weighings?

A. 2 B. 3 C. 4 D. 5 E. 6

FIGURE SERIES

11.



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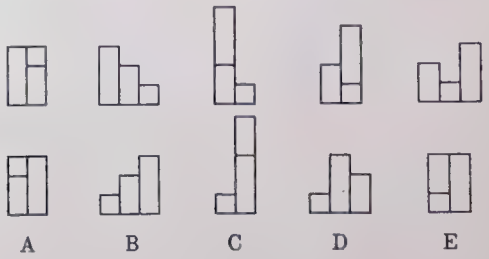

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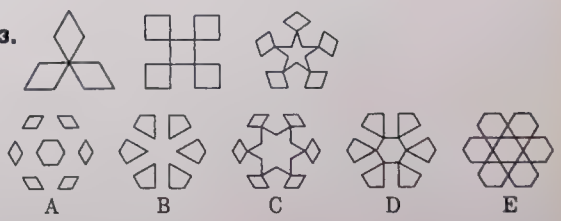

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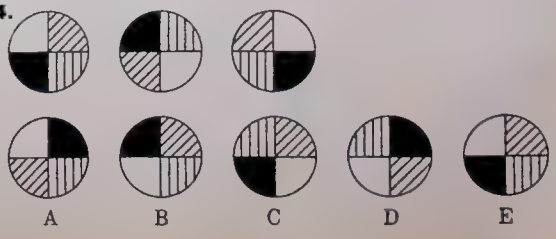

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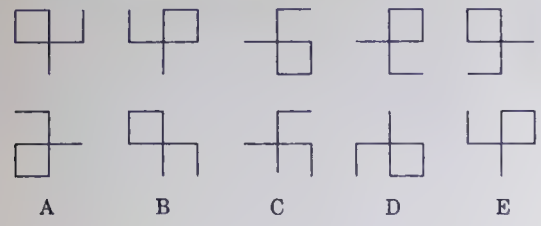
THE SUPER

15.



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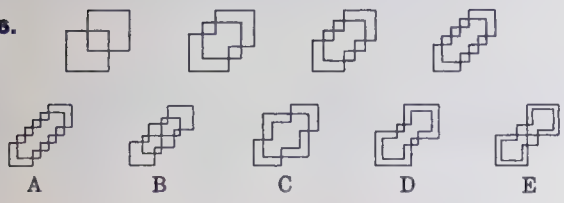

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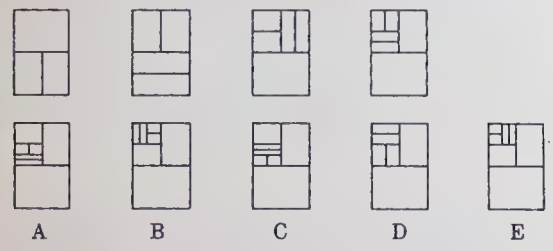

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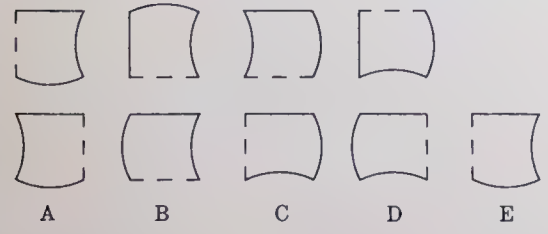

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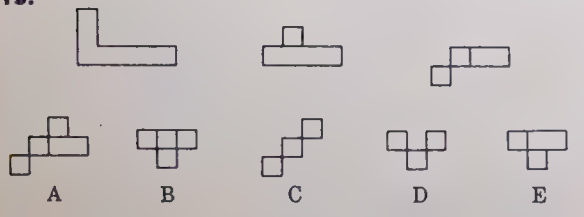

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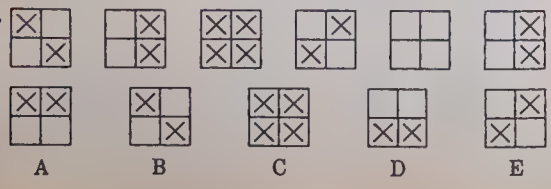


MISCELLANEOUS SPATIAL PROBLEMS

21.

The six pieces above fit together to make a regular hexagon. If the piece at the left is on the bottom, which piece is on the top?

22. A 3 x 3 x 4 stack of cubical wooden blocks consists of 36 blocks glued together. How many of these blocks can be removed leaving a structure including all eight corner blocks? (Each block of the structure must be connected to the main body along a face, not just an edge or at a single point.)

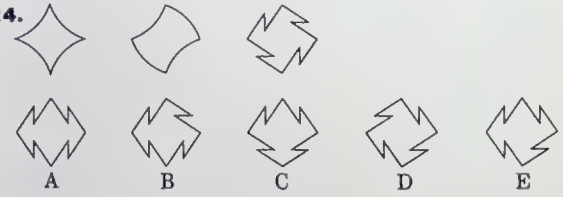
A. 14 B. 16 C. 18 D. 20 E. 22

23.

Using only the types of one-inch-diameter pipe shown above, and assuming the pipes are threadless and do not overlap where they are joined together, what is the minimum number of pieces of pipe required to span a 7-inch straight gap in a pipeline?

A. 3 B. 4 C. 5 D. 6 E. 8

24.



Which of the five lettered figures on the second line is related to the third figure on the first line in the same way that the second figure is related to the first?

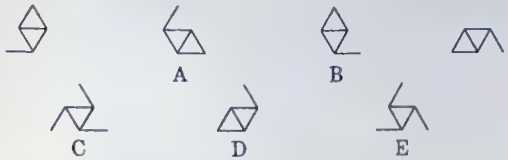
25.

You are given two of card number 1 and eight of card number 2. How many of card number 3 (crossover) will be required to arrange the cards to form a pattern including all ten cards given in a continuous loop? (Cards may not be overlapped; they may be turned 180 degrees from the orientation shown, but not turned by any other angle.)

A. 0 B. 1 C. 2 D. 3 E. 4

IQ TEST

26.



Which of the lettered figures is a mirror image of the missing figure?

27.

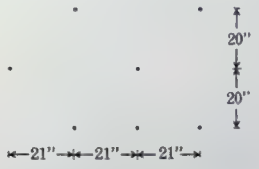
How many distinct routes are there for circumnavigating this figure, starting from point S and traveling on each segment of the figure exactly once? (Intersections may be included more than once.) Routes are distinct if they include the same segments in a different order. You must continue in the same direction at each meeting point of track segments, except that you may continue along either segment in your direction of movement at the two double switches, S and T.

A. 4 B. 6 C. 8 D. 12 E. 16

28. Each side of a cube is painted red, white, or blue. A white side is opposite a blue side. No red side is adjacent to another red side, nor is any white side adjacent to another white side. At least one blue side is adjacent to another blue side. The number of red sides of the cube is:

A. 0 B. 1 C. 2 D. 3
E. It cannot be determined from the information given.

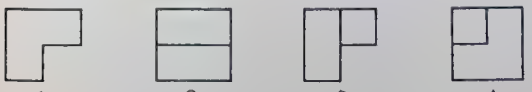
29.



What is the minimum length of a single continuous path joining all seven points?

A. 148" B. 158" C. 168" D. 178"
E. none of the above

30.



Which two views could not be of the same undecorated three-dimensional object? (Faces meet only at right angles.)

A. 1 and 3 B. 1 and 4 C. 2 and 3
D. 2 and 4 E. 3 and 4

POLYMATH INTELLECTUAL ABILITY SCALE
ANSWER SHEET

Name _____ Age _____ Sex _____

Address _____ Date _____

City _____ State _____ Zip _____

Memberships in organizations which admit members on the basis of IQ: _____

Previous IQ and aptitude test scores (please leave Code blank):

Test	Code	Score(s)	Date (opt.)
Langdon Adult Intelligence	LA	Scaled___ IQ___	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____

MISC. SYMBOLIC PROBLEMS

1.	A	B	C	D	E	
2.	A	B	C	D	E	
3.	A	B	C	D	E	
4.	A	B	C	D	E	
5.	A	B	C	D	E	
6.	A	B	C	D	E	
7.	A	B	C	D	E	
8.	A	B	C	D	E	
9.	A	B	C	D	E	
10.	A	B	C	D	E	

FIGURE SERIES

11.	A	B	C	D	E	
12.	A	B	C	D	E	
13.	A	B	C	D	E	
14.	A	B	C	D	E	
15.	A	B	C	D	E	
16.	A	B	C	D	E	
17.	A	B	C	D	E	
18.	A	B	C	D	E	
19.	A	B	C	D	E	
20.	A	B	C	D	E	

MISC. SPATIAL PROBLEMS

21.	A	B	C	D	E	
22.	A	B	C	D	E	
23.	A	B	C	D	E	
24.	A	B	C	D	E	
25.	A	B	C	D	E	
26.	A	B	C	D	E	
27.	A	B	C	D	E	
28.	A	B	C	D	E	
29.	A	B	C	D	E	
30.	A	B	C	D	E	

To receive a certified report of your score on this test, return your answer sheet, with $8 scoring fee (check or money order), by Sept. 30, 1987, to:
Polymath Systems, P.O. Box 795, Berkeley, CA 94701

A journalist and editor, Kevin Langdon is the author of the Langdon Adult Intelligence Test (published by Omni and taken by more than 25,000 people) and principal author of the Four Sigma Qualifying Test. He has been active in a number of high-IQ societies, invented more than 50 games, and developed "Hallucinations," a screen pattern generator for the IBM PC and compatibles.

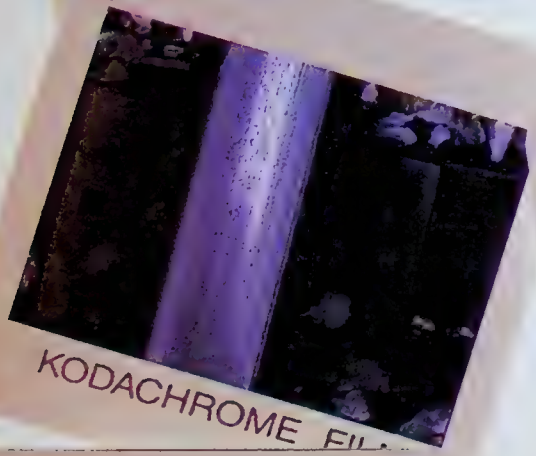
WHAT ARE THESE *OBJECTS?*

ANSWERS, PAGE 54

1

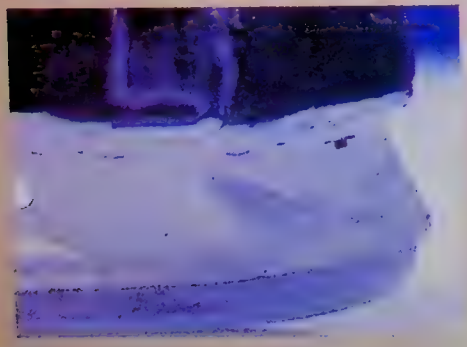
ACHROME FILM

2



KODACHROME FIL

3



KODACHROME FILM

4

K OME FILM

5

KODACHROME FILM

8

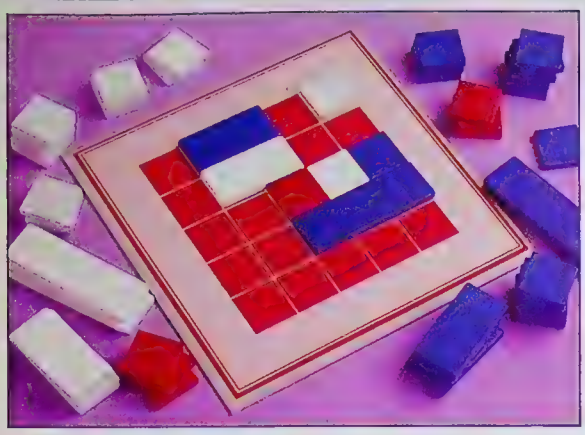
K

CLUES

1 They're the pits!
2 One-track mind
3 Gets cold feet
4 For hotheads
5 Park place
6 Uncomfortable sit-uations?
7 Real fun-guy?
8 Fire at will
9 Gets into port
10 Russian money?
11 Heel!
12 Skim deep

GAMES & BOOKS

EDITED BY SCOTT MARLEY



STEPPE

$17.95 postpaid from DMR Games, Box 30654, Bethesda, MD 20814

Steppe is an elegantly simple tile-stacking game for two. Each player gets a set of tiles in blue or white, worth 1, 5, or 10 points, depending on their size. Each also gets three red squares that have no value.

A seventh red square is placed in the center of the 5x5 board to start the game. Players alternate placing a tile. When the board is filled, the player who placed the last tile also places a tile to start a second level. Similarly, the player who fills the second level gets to start the third level.

On the second and third levels you can place tiles only on top of tiles of your own color (except that the middle of a 3x1 tile may bridge an opponent's tile). Red tiles may be placed on tiles of any color, and likewise any tiles may be placed on them.

When the third level is filled (using up all the tiles), or neither player can play, the game is over. Each tile's value is multiplied by the level it is on, and the player with the most points wins.

Obviously you'd like to save all your high-point tiles for the top levels where they'll be worth the most. But those longer tiles are strategically most useful at the beginning of the game when you want to grab as many squares as you can. And while you're competing for spaces you're also trying to be the one to fill each level, since going first on the higher levels is an advantage.

The rulebook is exceptionally clear, and it includes some basic tips on strategy and a sample game to get you started. —S. M.

JITTERS

Milton Bradley, around $10

Word games tend to be serious and contemplative; Jitters is anything but. Any number can play, but with more than five or six you might want to pair up.

On your turn, you start the 90-second timer, turn up a card, and roll the 12 lettered dice. Each card has a pattern of empty spaces to be filled in with the dice. One card, for example, shows a square of four intersecting three-letter words; another, a single six-letter word.

When you've filled in the pattern, you can stop the timer and collect your score (each card is worth 10 to 25 points). Or you can let the timer run, roll the dice again, and try another card. But be careful: If you don't finish your last card and stop the timer before time runs out, you don't score *any* points for that turn. The first player to reach 250 points wins.

If you don't like your letters, you can roll all 12 dice again as often as you need. There is also a silly rule that lets you turn one die to a different side if you need the letter; we recommend you ignore it. Here's a tip: If you see more words in your pattern than vowels on your dice, don't waste time, roll again.

Jitters takes about 15 minutes, but it's the sort of game you could play all night. —S. M.

SARACEN

By Ilan Ginsburg; Datasoft; for Apple II series, Commodore 64 and 128; about $20, or $22.99 postpaid from Electronic Arts, Box 7530, San Mateo, CA 94403

There aren't many truly great puzzle-action games. My list has Loderunner, Championship Loderunner, Boulderdash, Super Boulderdash, and that's it. Now there's Saracen.

In each of Saracen's 100 puzzles you try to blow up the Saracen Chief by placing a grenade next to it and shooting the grenade with an arrow. The grenade and the Saracen, however, are protected by locked or magic doors, soldiers, or bombs. Or all three.

Solving a puzzle takes strategy and precisely timed action. You can carry only one item at a time, so you must repeatedly go through mazes patrolled by soldiers and mined with bombs that blow you up if you get too close. You can destroy some of these by shooting them, but only a limited number of arrows are available, and each may be shot only in the direction it is facing when you find it.

After the first few puzzles, expect to die many times before discovering the right strategy. Fortunately, you get an extra life for each puzzle you finally solve. —B. H.

STAN FELLERMAN

PORTAL

By Rob Swigart; Activision; for most computers; $40-50

Portal is an original, richly imagined work of interactive fiction. But unlike the Infocom style of interactive fiction (see "They Take the High-Tech Road to Adventure" in this issue), it is not a game and contains no puzzles; the interaction consists solely of your tracking down the threads of the story as it slowly unfolds on the screen.

The method by which the story is told is itself part of the story. You are a space traveler who, in the year 2106, returns to Earth after a long absence and finds it devoid of human life. Locating a Worldnet computer terminal (represented by your home computer), you begin to gather bits and pieces of information from 12 "dataspaces" within the vast computer network.

These dataspaces contain genetic, medical, and other facts about the important characters in the story; general scientific, military, and geographical information; and summaries of historical events from 1990 up to the present. The most important dataspace, however, is occupied by Homer, a computer algorithm with human sensibilities—and emotions—who narrates the story as you discover it.

Homer, who begins knowing nothing, is as eager as you are to learn what happened. At first, information is sketchy. But gradually, the factors that led to the great migration become clear, as do the strange events that led to the discovery of the Portal.

It's a wonderful story, and ultimately a moving one. And in the manner of its telling it is nothing less than brilliant. —B. H.

GOOFY FANTASY GAMES

If all fire-breathing dragons are starting to look the same to you, take a break from your serious fantasy gaming to try something silly. After one of these games, you may never slay dragons with a straight face again.

Wabbit's Wevenge (Pacesetter, Ltd., $15) is a sequel to last year's Wabbit Wampage, which enacted a war between a tribe of rabbits and a crazed farmer. In Wevenge the stakes are raised as Mayor McGreedy (a man with a "cwaving for wabbits and a lust for big money") tries to turn the critters into fur coats. Enter Wambo Wabbit, grenades and M16 in hand, to free his floppy-eared kin.

Characters—like Wambo, McGreedy, and Bernie the Dog—get a movement allowance and an attack strength. Weaponry includes a banana peel or a curved pipe (you know, to aim a flying bullet or grenade back at the opponent). To win, Wambo must save more bunnies than McGreedy turns into coats.

Kings & Things (West End Games and Games Workshop, $20) calls itself "the fantasy board game with everything," and makes good on that promise: the "Things" run the gamut from cows and bears to dinosaurs and Big Foot.

The board is made up of large hexagonal tiles, which are placed face down at the start of the game. As your assorted Things enter a tile, you flip it over to reveal the terrain. A die roll determines whether the hex contains anything else. Sometimes you'll pick up treasure, or a magic item, or earn special income. Other times you'll have to fight creatures like the sleepy-looking bears or the fierce killer penguins.

Your object is to expand your territory and pick up recruits while building forts. You win by earning enough income to turn a fort into a citadel. The board is different every game, and there are plenty of special characters, treasures, and creatures to keep the game fresh. Kings & Things is not just goofy, it's challenging and tremendous fun as well.

Americans, though, have no monopoly on goofiness The British have unleashed two bizarre items recently. **Blood Bowl** (Games Workshop, $25) carries American football to its illogical extreme. The playing field looks familiar, but players include zombies, orcs, elves, skeletons, and other nasties. These players can throw, or kick, or simply attack a nearby opponent. Hitting a player removes one of its "wound points"; a player reduced to one wound point is, at best, stunned—or, at worst, dead. The object, of course, is to score the most touchdowns, but the mayhem on the field is the real fun. And once you've read the tongue-in-cheek rulebook you'll look at the big game on Sunday in a whole new way.

Chainsaw Warrior (Games Workshop, $25) is a solitaire game set in a lower Manhattan infested with strange creatures from another dimension. (We're talking zombies, not yuppies.) You try to remove the controller of the forces of evil, known as "the Darkness."

You roll dice to create a warrior, then choose weapons, clothes, and other items—ranging from lock-picking sets to the reliable Westron MKX Pistol-Grip Chainsaw. Each turn you flip a card to see what you meet, engage in combat if needed, and move the timer 15 seconds ahead. Various counters keep track of your radiation level, endurance, and marksmanship. If the Darkness hasn't been met and defeated in one hour, you—and New York City—lose.

Unfortunately, much of the game is mechanical; you get to choose your mode of combat, but that's it. Goofy fun, yes, but mostly a matter of luck.

—M. J. C.

CONTEST RESULTS

FROM JANUARY

HIGGLEDY-PIGGLEDIES

Higgledy-Piggledy
Contest contributors
Pelted the office with
Poetic hail.

Doubling dactyls in
Eight-line biographies—
Over a thousand ap-
peared in our mail.

Given the strictures of
Versification that
Has as its keynote a
Dactylic frame,

It's not surprising that
More than a few of you
Sent in a try where the
Name was the same:

Gloria Vanderbilt—
"Entrepreneurial";
Susan B. Anthony—
"Feminist plight";

Ludwig Van Beethoven—
"Deaf as a post was he";
Thomas A. Edison—
"He saw the light."

Duping aside, you showed
Great ingenuity,
Proving once more our ex-
travagant claims

No readers anywhere
—Name any magazine—
Are as resourceful as
Readers of GAMES.

After the judges had
Fussed and had budgeted,
Entries were winnowed to
Fifty or so.

Then came the hard part as
Further deletion re-
duced them to six: They are
Printed below.

—M. E. S.

Grand Prize:
(A piggy bank and $200 in coins)

Higglevitch-pigglevitch,
Anna Karenina,
Russian romanticist,
Cracked under strain,

Impetuosity
Drove her to tragically,
Melodramatically,
Catch the next train.

—Paul D. Murray
Bonny Doon, CA

Runners-up:
(A GAMES T-shirt)

Higgledy-piggledy
Philip of Macedon
Cursed Alexander, his
Famous papoose

"Why should I try to be
Philoprogenitive?
Everyone thinks that his
Father was Zeus."

—Keith H. Peterson
Brooklyn, NY

Jiggery-pokery,
Senator Kennedy,
Please list the virtues of
President Ron

"Amiability . . .
Amiability . . .
Amiability . . .
Need I go on?"

—Eileen Snider
Cincinnati, OH

Crotchety-quavery,
Ludwig van Beethoven
Stuck for an opening,
Started to hum.

"How about DUM-da-da?
No here's a better one—
Incontrovertibly,
Da-da-da DUM."

—Nick Hobart
New Port Richey, FL

Higgledy-piggledy,
Sergei Rachmaninoff
Wrote his concertos for
Hand-spans like wings.

Few, pianistically,
Can, realistically,
Digitalistically
Play the damn things!

—Robert P. Mink
Honolulu, HI

Normandy-Normandy
William the Conqueror
Channelled his strength against
Celtics and Picts.

Domesday Book sponsor and
Founder of juries, he's
Mainly remembered for
1066.

—Susan S. Swatek
Tulsa, OK

FROM FEBRUARY/MARCH

FOURSQUARE

Never before have we received so many four-letter words from our readers. Over 1,500 readers competed to fill a 4x4 grid with 16 different letters, making as many words as they could, going either across taking one letter from each column, or down taking one letter from each row. The number of Across words *times* the number of Down words was the final score.

The element of multiplication meant that simply making the most words wasn't enough. For an optimum score, a high word count had to be combined with a balance between the Across and Down totals.

Two entrants tied for highest score with identical entries—and a third had the same grid but, unfortunately, found one word less. The winner, by random draw, is Michael S. Wolfberg of Concord, MA (8,366 points). He will receive dinner for 16 at a Chinese restaurant. Runner-up prizes of GAMES T-shirts go to: Kenneth Van Gorder, Vesta, VA (also 8,366 points); Donald R. Woods, Los Altos, CA (8,272 points); David Caudle, Albemarle, NC (8,096 points); Kyle Corbin, Raleigh, NC (8,096 points); and Nicholas J. Simicich, Peekskill, NY (8,008 points). —S. M.

THE WINNING ENTRY

B	H	C	D
M	A	U	O
L	I	R	S
T	E	N	K

89 Across
x 94 Down
8366 points

Across words: BACK, BAND, BANK, BANS, BARD, BARK, BARS, BAUD, BAUK, BECK, BEND,

(CONTINUED ON PAGE 58)

FROM APRIL/MAY

HIDDEN CONTEST

While solving the cryptograms in the April/May Dszquphsbnt! (page 26), nearly 900 cipher sleuths found this message concealed in the tips and clues: THIS IS THE HIDDEN CONTEST. SEND US A CODE. INCLUDE SOLUTION. These code-minded readers sent area codes, ZIP codes, UPC codes, building codes, and messages in everything from Morse code to alphabet substitution codes.

The 25 T-shirt winners, chosen by random draw, are: Betti Abrecht, Elloree, SC; S. Barss, Lancaster, MA; Janet R. Bender, Somerset, PA; Gayle

(CONTINUED ON PAGE 58)

★☆ WILD CARDS ★☆

EDITED BY MIKE SHENK

IN OTHER WORDS

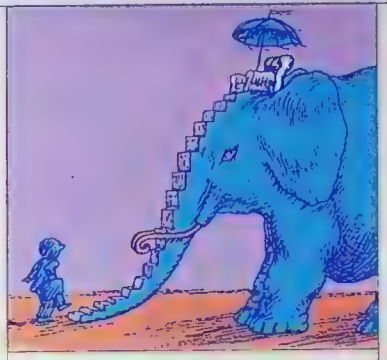
LATIN 101

You don't need to know Latin to take this test—just match the 15 Latin words (1–15) with their English translations (a–o), and see if you aren't surprised at just how much Latin you know.

1. *arctos*
2. *arundo sacchari*
3. *dentiscalpium*
4. *dies festus*
5. *forum piscarium*
6. *hora somni*
7. *itinerarium*
8. *lana aurea*
9. *loca fervida*
10. *mons ignivomus*
11. *obliquus oculus*
12. *orbis lacteus*
13. *sonus gravissimus*
14. *taberna medicina*
15. *thesaurus*

a. bass
b. bedtime
c. fish market
d. golden fleece
e. guidebook
f. holiday
g. Milky Way
h. North Pole
i. pharmacy
j. side glance
k. storehouse
l. sugar cane
m. toothpick
n. tropics
o. volcano

—Ruth Freedman



TWISTS

NEW HOLIDAYS

When some dates are written in numeric form (i.e., 1/1 for January 1), they suddenly seem appropriate days for new holidays for one reason or another. Can you match each of newly created holidays (1–7) below with the fitting date on which it should be celebrated (a–g)?

1. Convenience Store Day
2. Jet Airplane Day
3. "Buckle My Shoe" Day
4. Woolworth's Day
5. CB Radio's "Good Buddy" Day
6. Waltz Day
7. Ballet Costumer's Day

a. 1/2
b. 2/2
c. 3/4
d. 5/10
e. 7/11
f. 7/27
g. 10/4

—Mel Loftus

WORDPLAY

ANIMAL TAILS

Each of the animal names below can be made into a new word by adding one of the "Tail" words to its end. For example, the Tail LED can be added to the end of COW to form the word COWLED. Can you attach all the tails correctly?

ANIMALS

COW	RAT	DOG
CAT	MOLE	RAM
ANT	ASS	BOAR
PIG	EMU	STAG

TAILS

AILING	LATE	PAGE
DING	LED	STING
EON	MA	SUP
HEM	NATION	TAN

—Laurie Eynon

TRIVIA

WHO THE HECK

The owner of our local theater must be getting a bit dotty, because lately he's been mixing up the movie titles on the marquee. The titles were all of the form "Who the What," but their halves were mismatched, giving us the titles listed below. One film that actually played was *Alexander the Great*. Can you determine the rest?

Alexander the Extra-Terrestrial
Billy the Barbarian
Blackbeard the Sailor
Conan the Gay Blade
Edison the Great
E. T. the Duck
Fritz the Kid
Howard the Greek
Sinbad the Cat
Tarzan the Pirate
Zorba the Ape Man
Zorro the Man

—M. S.

TOUGH NUTS

SQUARE DEAL

I put a number of pennies, nickels, dimes, and quarters (at least one of each) on the table and said: "This is my offer. It is a square deal, because the total amount in cents is equal to the square of the number of coins."

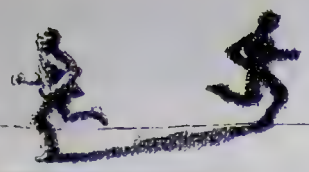
The unexpected reply was: "If you add seven more quarters to the offer, the value will still be the square of the number of coins, and I will accept it."

How many coins of each denomination did the original offer include?

—Guney Mentes

GORA CARM

ANSWERS, PAGE 57



WORDPLAY

FOR SWIFTIES

The letter A sounds the same as the word "eh," which does not contain an A. There are five other letters that have homophones not containing the letters themselves. If you find them, you can rearrange them to spell a common word. What's the word?

—Gregory Reynolds

FOR THE RECORD

A/K/A

Famous works of literature and art often become known by abbreviated versions of their titles. Most of us know *The Adventures of Huckleberry Finn* as simply *Huckleberry Finn*, and "Arrangement in Grey and Black, No. 1: The Artist's Mother" as "Whistler's Mother." We've taken the actual titles of 10 works below and replaced the more familiar parts of each with blanks. How many of these blanks can you fill in?

1. *The Tragedy of _____, the Moor of Venice* (play)
2. *_____; or, How I Learned to Stop Worrying and Love the Bomb* (film)
3. *The Ingenious Hidalgo _____ of La Mancha* (book)
4. *_____ Enlightening the World* (statue)
5. *On _____ by Means of Natural Selection* (book)
6. *_____; or, The Whale* (book)
7. *On the Beautiful _____* (waltz)
8. *The Strange Case of _____* (book)
9. *_____; or, The Town of Titipu* (operetta)
10. *_____'s Adventures _____* (book)

—Mark Isaak

GABRIEL GURGEA

ANSWERS, PAGE 57

High-Tech Road to Adventure

(CONTINUED FROM PAGE 17)

er space, that the sun and moon are where they're supposed to be—stuff like that."

In Infidel, for example, the player finds a wooden beam that he must take with him to solve a puzzle later on. "The beam is described as being a certain length and width," Brennan says, "and I calculated that it would have to weigh 500 pounds."

Alpha testers especially like what they call container bugs, the first major example of which they found in Hitchhiker. Based on a best-selling book, this wacky science-fiction comedy seems bent on proving that anything is possible, even if it isn't. In the game, reports 26 year-old Liz Cyr-Jones, who was an English and sociology major in college and now is head of product testing, "there's a thing your aunt gave you—very small, but it can hold huge quantities. The bug was, you could put the thing in the pocket of your robe, but if you then took off your robe with the thing still in it and then put the robe in the thing, you found you didn't have the thing anymore."

When the alpha testers have had their fun, the game goes back to the writer for revisions. Then comes "beta," the month-long second test phase, when for the first time people from outside the company play the game. This is a constantly changing group of about 15 happily unpaid Infocom fanatics who get free copies of the games and test them for old and new bugs.

The third and final phase is "gamma" testing, which essentially duplicates beta with a new group of about 15 eager volunteers. Finally, when all the tests are done, the game is sent out for duplicating and shipping to dealers. Even then, bugs are occasionally discovered by the public, necessitating a new, corrected edition of the game. "At least 20 versions of Zork have been shipped by now," says Meretzky.

Infocom has come a long way since its founders first encountered that small brick building in Adventure. But along the way the company has had its disappointments, especially Fooblitsky, its first (and thus far only) game with graphics, and Cornerstone, its first (and probably last) business product.

Fooblitzky, a multiplayer strategy board game that consists entirely of graphics, was a very good, very amusing game, but it didn't sell. Perhaps the major problem was that Infocom fans apparently prefer solitaire games.

On the other hand, Cornerstone, a database manager software program intended for large corporations, suffered, says Meretzky, because "it's outside the mainstream of Infocom's focus, which is home software."

Cornerstone cost so much time and money to develop that Infocom found itself short of operating capital. "It was while we were looking for additional funding," says Berez, "that the idea came up of merging with Activision." The marriage was consummated in June 1986. Since Activision intends to retain its hard-won position as a leading publisher of entertainment software, Berez predicts that Infocom will stay closer to home in the future.

"Our diversion into business software took our focus off the entertainment line," he says. "Since we've decided that's really where our future is, we can start moving in a lot of new directions in entertainment software. I think you'll see much more diversity in interactive fiction over the next few years." For Infocom, and its games, the adventure continues. ■

Contributing Editor Burt Hochberg's favorite Infocom game is whichever one he happens to be playing at the moment.

EVENTS

If you plan to attend any of the following events, write or call to check entry fees, dates, sites, eligibilty, etc. Include a SASE with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

AUGUST

DAY OF THE MONTH: AUGUST 13

A salute to southpaws is the purpose of International Lefthanders Day, August 13 People, especially righties, are urged to recognize the needs of lefthanders whose actions and tasks are often hindered by the structure of a righthanded world. Scissors, golf clubs, rulers, even the layout of crossword puzzles are sources of frustration for 130 million lefties worldwide. A broad range of lefthanded products is now available through Lefthanders International, Box 8249, Topeka, KS 66608.

BACKGAMMON The weeklong Green Mountain Festival of Backgammon will take place August 17-23, at the Equinox in Manchester Village, Vermont The event will include a $1,000 charity tournament, the Vermont State Championships, and the Canadian Open Championships. Entry fee ranges from $25 to $250 according to level of skill. Over $50,000 in prize money will be awarded. Contact: International Backgammon Association, 1300 Citrus Isle, Ft Lauderdale, FL 33315, or call (800) 362-4747.

CRIBBAGE Players of all levels will find their niche at the 14th Annual National Open Cribbage Tournament, August 8-10, at the North Raleigh Hilton, in Raleigh, North Carolina. Nearly $30,000 in prize money will be awarded in the four tournaments. In the Championship Tournament, prize money will go to the top 64 finishers. All tournament rounds will be best-of-seven games, double elimination. Entry fee is $55. Contact. National Open Cribbage Tournament, P.O. Box 12800, Raleigh, NC 27605, or call (919) 890-6064.

JIGSAW PUZZLES Contestants will have a chance to pick up the pieces at the American Publishing National Jigsaw Puzzle Championships, August 15-16, in Athens, Ohio. Timed competitions are held for singles and doubles, along with a new junior category for kids up to 12. Entry fee ranges from $5 to $25. Prizes of $1,000, $750, and $500 will go to the top three winners of the singles and doubles events, and finishers up to 15th place will also receive cash awards. Contact: The Dairy Barn, P.O. Box 747, Athens, OH 45701, or call (614) 592-4981.

SAND SCULPTING Beachcombers of all ages are invited to the Sand Sculpture Contest at Wildwood Beach, August 22, in Wildwood, New Jersey. Categories are open, and prizes will be awarded. Contact: Dept. of Tourism, P.O. Box 609, Wildwood, NJ 08260, or call (609) 522-1407.

SUN TANNING Even the fair-skinned will have the opportunity to gain special recognition at the Miscellaneous Sun Tanning Tournament, August 20, in Ocean City, New Jersey. Prizes will be awarded in very specific categories, such as best tanned soles of feet, best T-shirt tan, palest ring finger, most original body design; and there's even a Count Dracula division (which skin doctors should approve of) for the palest person. Contact: Public Relations Dept., City Hall, Ocean City, NJ 08226, or call (609) 399-6111.

SEPTEMBER

DAY OF THE MONTH: SEPTEMBER 22

This day marks the birthday of the ice cream cone. Italian immigrant Italo Marcioni went into the portable restaurant business in New York City, beginning with a single pushcart dispensing lemon ice. His success led to a small fleet of vending carts and inspired the inventive Marcioni to develop a cone in which to serve his tasty refreshment. Originally made of paper, and later of pastry, the cone was first produced in 1896. Marcioni finally applied for a patent for his new mold on September 22, 1903. Three months later, U.S. Patent No 746971 was issued to him.

BED RACE Bed-lam would best describe the Championship New Haven Bed Race, September 12, in Connecticut. Over 500 participants, five persons to a bed and none of them sleeping on the job, will race the 60-yard course over the New Haven Green Judges will choose the best-looking bed in 40 different categories, including most heavenly, best-sounding, hottest, neatest, and tackiest. Entry fee is $275 per bed. All money goes to the Fresh Air Fund, which will send 1,100 inner-city kids to summer camp. Trophies are awarded. Contact: New Haven Register, 40 Sargent Dr., New Haven, CT 06511-5918, or call (203) 562-1121.

HANG GLIDING Spectators are in for a soaring experience at the Masters of Hang Gliding Championship, September 9-20, in Linville, North Carolina. Pilots from all over the world compete in different flight tasks, launching from Grandfather Mountain over a designated course. The first place winner receives $5,000 and a Masters trophy. Admission for spectators is $6 for adults and $3 for children. Contact: C. Horton, P.O. Box 128, Linville, NC 28646, or call (704) 264-1299.

RENAISSANCE FESTIVAL Journey back to Elizabethan England with revelry and merrie making, at the Pennsylvania Renaissance Faire, July 4 through October 11. The Faire unfolds on the Mount Hope Estate & Winery, just outside of Cornwall, Pennsylvania. The 16th century comes alive with merchants and mystics, jugglers and jesters. Shakespearean theater, a human chess match, and a medieval jousting tournament are some of the highlights. Entry fee is $8.75 for adults and $3 for children. Contact: P.O. Box 685, Cornwall, PA 17016, or call (717) 665-7021.

CARD PLAYERS:
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Order now and receive free these booklets: *Double-Decker Bridge, Six Day Solitaire*, and *71 Variations on Go Fish*.

GAMES

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GAMES

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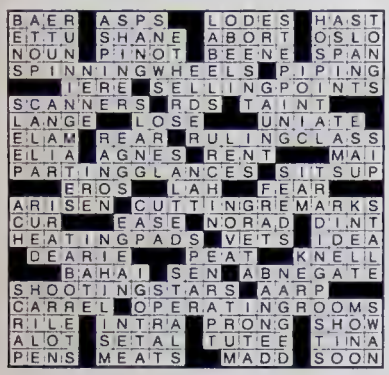
ANSWERS

46 EYEBALL BENDERS

1 Cherries
2 Railroad rail
3 Hockey skate
4 Firemen's helmets
5 Park bench
6 Folding chairs
7 Mushroom
8 Book matches
9 Corkscrew
10 Red cabbage
11 Dog's paw
12 Book

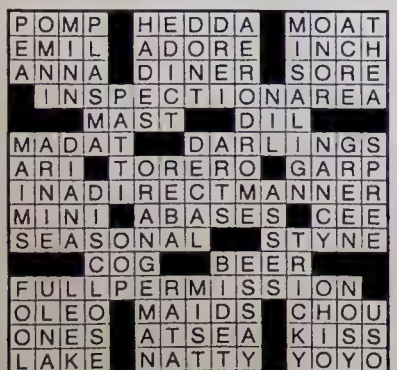
Photo credits:
1, 7, 10, by Bruce Coleman Inc.; 2, 6, by Karen Strom; 3 by Kimberly Butler; 4 by Alfred Gescheidt; 5 by Keith Glasgow; 8 by Theresa Shields; 9 by Mary Anne Hawkins; 11 by Ginger Louder; 12 by Maria Ferrari.

31 WHAT'S MY LINE?



30 THREE LITTLE WORDS

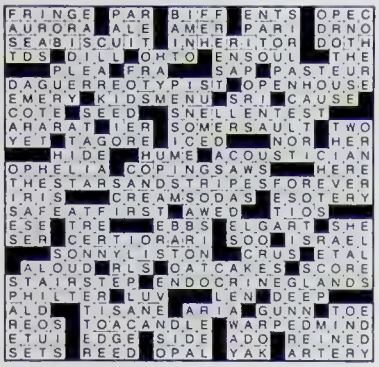
A = CHECK; B = POINT; C = BLANK
The missing clues are:
20-Across "Check point!"
38-Across "Point blank"
51-Across "Blank check"



40 BRINGING UP BABY

The photos of Alison were shot in the following chronological order: 9, 10, 4, 2, 8, 12, 7, 1, 3, 6, 11, 5.

35 IN A PHRASE



FAKE AD

The Fake Advertisement announced in the Table of Contents was for Janus Cards and appeared on page 53. Idea by Mary Ellen Slate.

24 IN10DED ANSWERS WORD LIST

ANTENNA
ATTENDANCE
ATTENTION
BARTENDER
CENTENNIAL
COMPETENCE
CONSISTENCY
CONTEND
CONTENT
DETENTE
DISTEND
EXISTENCE
EXTENSIVE
EXTENUATING
FLATTEN
FORGOTTEN
FRIGHTEN
HEARTEN
HYPOTENUSE
INTENSE
INTENTION
INTERMITTENT
KINDERGARTEN
LATENCY
LIEUTENANT
MAINTENANCE
MOISTEN
OFTENTIMES
OMNIPOTENT
OSTENTATIOUS
PENITENT
PERSISTENCE
POTENCY
POTENTIAL
PRETENTIOUS
RETENTIVE
SENTENCE
SHORTEN
SOFTENED
STENCIL
STENOGRAPHER
STRAIGHTEN
SUSTENANCE
SWEETEN
TENACIOUS
TENDERFOOT
TENDERHEARTED
TENDONITIS
TENDRIL
TENEMENT
TENSION
TENTACLE
TENTERHOOKS
TENUOUS
THREATEN
TUNGSTEN
UNFASTEN
UTENSIL
WHITENER
WRITTEN

30 REORDER BLANKS

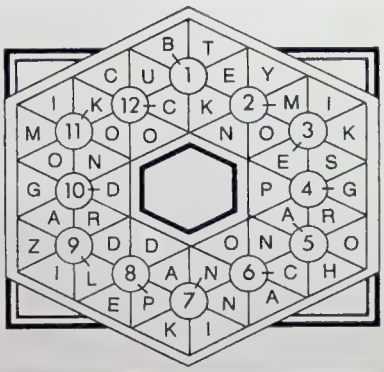
1. Cellar
2. Braille
3. Stable
4. Dialect
5. Ringside
6. Senorita
7. Listen
8. Instance
9. Tidiness
10. Spaniels

34 DOUBLE CROSS

A THE WHITE HOUSE
B. WILDEBEEST
C. ALLOWANCE
D. IT HAPPENED ONE
E NIGHT
F. MATTER
G OUTTHRUST
H. RAQUEL WELCH
I ELVIN HAYES
J TOGGLE BOLT
K. REGENT
L AGATHA CHRISTIE
M MORN
N. POWDER SNOW
O. SHIP OF FOOLS
P. ABBEY ROAD
Q BUCEPHALUS
R RENT
S. OTTERHOUND
T. AGITATING
U. DON QUIXOTE

[Coming] in on the equator this noon. A sailor explained to a young girl that the ship's speed is poor because we are climbing up the bulge toward the center of the globe, but that when we . . . get over, at the equator, and start downhill, we should fly.—(Mark) Twain, *More Tramps Abroad*

35 PICTURE BEEHIVE



6 LETTERS

Secret Code
GAMES magazine asked for "a code";
I pondered a while, and showed
That with inspiration
And much perspiration
A coded ode I could unload.

Michigan Man Discovers "Underground" Lottery Report— *Wins $1,110,198.00.*

Will Richey is convinced he has discovered the *absolute* way to play the Lottery.

W. Richey of Michigan was skeptical when he heard the story about a "hot" Lottery Report that was going around. *Supposedly anyone who got a copy immediately won the Lottery.* He laughed. "It must be a put on—a Scam," he told his wife.

He was a practical family man. He believed in hard work—not daydreaming. With a wife and twin teenage girls to support, he toiled long hours at his carpet store. But he still couldn't keep up with bills... and meanwhile he kept thinking about this special 'underground' Report: *He knew he could get one for himself for only $10.* "If this *is* a Scam all you lose is ten dollars," his wife said to him.

So he sent away for this 'underground' Report. *When it came, he used it—SO FAR, HE'S WON THE LOTTERY THREE TIMES IN 10 DAYS FOR $1,110,198.00.* "For ten dollars, I found out how to win a million dollars."

Other people in America used this Report. Here's what happened to them:

He wins $427,800.00.
G. Hartung of Pennsylvania, wrote, "To be honest, when I received the Lottery Report I was skeptical but determined to give it a try. And when I tried it, I WON $427,800.00."

They win 60 Times in five months.
Tom Mayer and his wife played the Lottery for three years without winning. But all that changed when they got the Report. *In the last five months this 'Can't Miss' system has netted them 60 winning tickets and $1.4 MILLION!*

He hits $13.7 Million Jackpot.
Working an assembly line to support his family, Manuel Garcete had unsuccessfully played the Lottery many times. When he received his special report he picked a number combination as directed in the New York State Lottery AND HIT THE $13.7 MILLION JACKPOT.

He wins $310,000.00.
Ken Mathis—a gambling and wagering buff—never had a Big Hit in the Lottery. But when he obtained this special Lottery report ..he used it picking a Lottery number combination. .AND WON $310,000.00.

They win $517,000.00
Max and Wonda Harrell—down to their last few dollars—sent for this special Report. After reading it, they saw their chances of winning were so great, they *"actually expected to win."* And win they did—MORE THAN $517,000.00.

He wins $604,000.00.
Leavelle Carter—a successful executive/computer programmer—played the Lottery for years without real luck. After receiving this hot Report, he used it in the Washington D.C. Lottery AND WON $604,000.00.

She hits $10.1 Million Jackpot.
She's a rural housewife who wants to remain anonymous. When she received this insider's Report, she used the information to pick a Lottery combination—AND SHE WON MORE THAN $10 MILLION. (Major newspapers described how she used the hot "Lottery Report" to win the jackpot.)

Mr. and Mrs. Richey are calmly preparing for their next Lottery win! Says Mrs. Richey, "I'm going to Win again and again. With this Report I'm sure of it."

Gail Howard—the genius behind this Special Report—playing her own system 104 times in 12 months—*Wins 72 Times!*

Lottery players throughout America are now taking notice of Gail Howard and her hot Lottery Report. A numbers genius, she spent two long years developing this proven way to beat the Lottery. Then she tested it, playing the Lottery 104 times within a 12-month period—and winning an amazing 72 Lottery prizes.

Why has she gone public with this hot Lottery report and released her 'Can't Miss' System? *"Because I have all the money I need. Frankly, this is my chance to become the most famous woman in America. To be known—by millions—as the woman who beat the Lottery... and enabled others to beat it too."*

If you are skeptical about how this Lottery Report can make you win, read this.

Recently, a Professor of Statistics found out about this Lottery Report. At once he was skeptical of the claims. He obtained a copy of the Report and conducted an extensive in-depth analysis. His findings put to rest his skepticism.

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With this Report in your hands, you can expect to win the Lottery just like Gail Howard and other people have. If you are an adult preparing to enter your State or any State or Canadian/international Lottery, you may receive a copy of this Special Report.

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Yes, I'm preparing to play my official State Lottery—and maybe other State or Canadian or International Lotteries too. Please rush me the special Lottery Disclosure Report for which I enclose $10 plus $2 for postage & handling. (This is the same special Report that enabled others to become Big Winners!)
Please send me

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Jon Word, Lubbock, Tx.

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Stan & Billie Laney, Killeen, Tx.

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"If you are interested in Go, buy this program."
Jerry Pournelle, Byte 7/87

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CRRYPRTGP AMLORGVMCE SGBYMD

(Solution can be found below)

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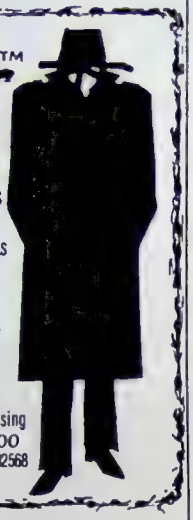

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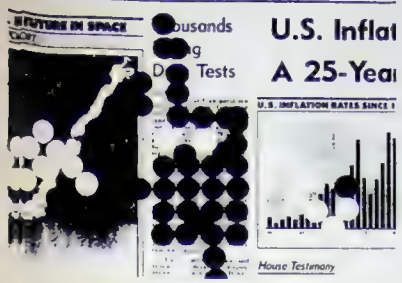

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32 DSZQUPHSBNT!

1. CRYPTOON. "If I weren't so worried about seriously hurting you, I'd give you a good one right in the nose!"
2. FAST FOOD. Wouldn't it be fun to go into McDonald's, order a billion hamburgers, and watch them change the sign?
3. DON'T LET GO. Imagine how chaotic a world this would be if gravity simply pulled everything to the left.
4. I BEFORE E. The English language reads as though it were devised by a bad speller with access to a printing press.
5. MEMORY SERVES. Telephone numbers can be remembered for just the time it takes to close the directory and get halfway to the phone.
6. LOOK IT UP. One particularly useless invention that comes to mind would be a dictionary with an index of the words in back.
7. TONGUE TWISTER. Try saying this three times quickly: Miss Sith is thick-skinned but Miss Thistle's skin is thicker.

25 NOT TOO "HARD"

G	A	S	P	S	■	C	R	I	B	■	C	A	M	P
A	D	L	A	I	■	A	I	D	E	■	O	V	A	L
B	O	U	L	D	E	R	C	O	L	O	R	A	D	O
E	G	G	■	N	A	V	E	L	■	D	A	I	L	Y
■	■	■	W	E	R	E	■	■	J	E	L	L	Y	■
S	P	R	A	Y	S	■	D	R	E	S	S	■	■	■
O	R	A	L	■	■	A	R	I	E	S	■	A	L	A
R	O	C	K	O	F	G	I	B	R	A	L	T	A	R
E	W	E	■	T	U	R	N	S	■	■	E	A	R	L
■	■	■	S	T	E	A	K	■	B	R	A	N	D	O
■	■	T	O	T	A	L	■	■	P	E	E	P	■	■
A	R	R	O	W	■	C	H	I	N	A	■	L	A	P
W	I	L	M	A	F	L	I	N	T	S	T	O	N	E
A	T	O	P	■	R	A	N	K	■	O	W	I	N	G
Y	E	N	S	■	O	N	T	O	■	N	O	S	E	S

23 MARCHING BANDS

O	V	E	R	T	R	I	C	K	S	H	A	W		
S	P	A	R	S	E	C	A	S	S	O	C	K		
R	E	L	A	T	I	N	G	O	L	D	I	E		
O	M	E	L	E	T	H	A	L	F	W	A	Y		
T	I	R	A	D	E	C	O	L	L	A	T	E		
A	G	O	G	E	S	C	A	L	A	T	E	D		
L	E	G	A	C	Y	■	R	E	V	E	R	E		
U	R	I	S	E	L	E	C	T	O	R	A	L		
C	O	D	E	I	N	E	G	A	R	A	G	E		
E	N	D	M	O	S	T	S	I	G	N	E	T		
P	O	U	R	E	D	A	B	S	E	N	C	E		
S	C	O	P	E	K	I	L	O	G	R	A	M		
E	C	R	U	O	S	C	I	L	L	A	T	E		

WILD CARD ANSWERS

LATIN 101

1–h, North Pole
2–l, sugar cane
3–m, toothpick
4–f, holiday
5–c, fish market
6–b, bedtime
7–e, guidebook
8–d, golden fleece
9–n, tropics
10–o, volcano
11–j, side glance
12–g, Milky Way
13–a, bass
14–i, pharmacy
15–k, storehouse

Adapted from Words, Ltd., Molokai, HI 96742

SQUARE DEAL

The original offer was one penny, three nickels, four dimes, and one quarter.

ANIMAL TAILS

The words are:
Cowled
Catsup
Anthem
Pigeon
Rattan
Molesting
Assailing
Emulate
Dogma
Rampage
Boarding
Stagnation

NEW HOLIDAYS

1–e; 2–f; 3–a; 4–d; 5–g; 6–c; 7–b

WHO THE HECK

The original movies were:
Alexander the Great
Billy the Kid
Blackbeard the Pirate
Conan the Barbarian
Edison the Man
E. T. the Extra-Terrestrial
Fritz the Cat
Howard the Duck
Sinbad the Sailor
Tarzan the Ape Man
Zorba the Greek
Zorro the Gay Blade

FOR SWIFTIES

The word is QUICK. The homophones are "cue," "ewe" or "yew," "eye" or "aye," "see" or "sea," and "cay."

A/K/A

1. *Othello*
2. *Dr. Strangelove*
3. *Don Quixote*
4. (The Statue of) *Liberty*
5. *The Origin of Species*
6. *Moby Dick*
7. *Blue Danube*
8. *Dr. Jekyll and Mr. Hyde*
9. *The Mikado*
10. *Alice . . . in Wonderland*

33 CRYPTIC CROSSWORD 1

ACROSS
1 Sash (S + ash)
3 Heavy metal (have my tale)
9 Tailing (t + ailing)
11 Eastern (sea + tern)
12 Hello (Hell + O)
13 Oversea (0 + verse + a)
15 Martial (marshal)
16 Shovels (s + hovels)
18 Oranges (o + ranges)
21 Abridge (a + bridge)
23 Plateau (deeP LATE AUtumn)
25 Opted (op + Ted)
27 Hardest (threads)
28 Dungeon (one dug + n, & lit.)
29 Pleasantry (peasantry + l)
30 Ashy (a + shy)

DOWN
1 Set the mood (to do themes)
2 Stiller (retills)
4 Eggroll (logger + l)
5 Viewers (I swerve)
6 Mists (miss + t)
7 Teenage (springsTEEN AGEnt)
8 Lynx (links)
10 Ironing (on + I + ring)
14 Ascendancy (candy canes)
17 *Our Town* (worn out)
19 Asperse (per se + A's)
20 Sweeten (teens we)
21 Asunder (as + under)
22 Dithers (Reds hit)
24 Abets (a + bets)
26 Shop (posh)

33 CRYPTIC CROSSWORD 2

ACROSS
1 Rustic (Curtis)
4 Commando (co. + M + man + do)
9 Crawl (scrawl – s)
10 Cart horse (short race)
11 Careworn (Carew + Ron)
12 Ordeal (or + deal)
14 Even (two meanings)
15 Superjet (pure jest)
19 Timeouts (tilmouse)
20 Plop (pop + L)
23 Campus (Camus + P)
25 Lingerie (linger + i.e.)
27 Realizing (Eliza + ring)
28 Ennui (dozEN NUIsances)
29 Dairyman (myriad + an)
30 Adhere (ad + here)

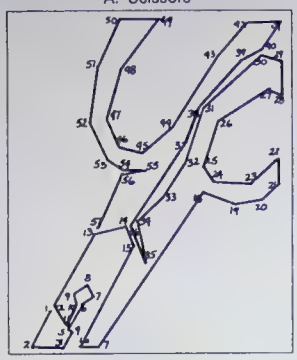
DOWN
1 Ricochet (or hectic)
2 Starriest (tarries + st.)
3 In-laws (lawn is)
5 Ogre (er + go)
6 Maharaja (ajar + a + ham)
7 Nerve (never)
8 O'Neill (one + ill)
10 Corduroy (cord + your)
13 Seething (see + thing)
16 Tolerance (ole + trance)
17 Impunity (imp unity)
18 Appetite (p + a + petite)
21 Scored (core + S.D.)
22 Agreed (Ag + reed)
24 Miami (guaM I AM In)
26 Diva (avid)

20 NAMESAKES CALL OUR BLUFF

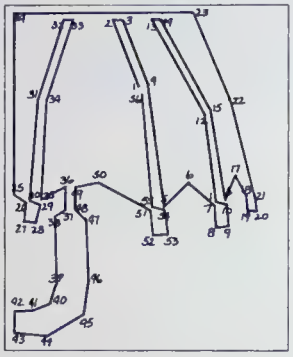
The fake eponyms are Parr for the Course and The Great Cover Up.

38 CONNECT-THE-DOTS

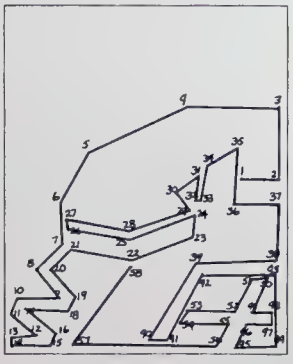
A. Scissors



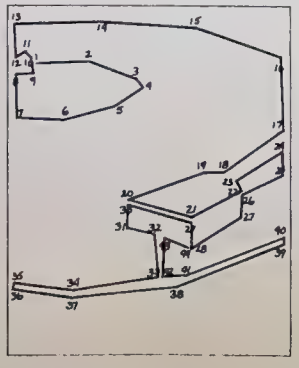
B. Umbrella



C. Telephone



D. Turntable



FROM FEBRUARY/MARCH

FOURSQUARE

(CONTINUED FROM PAGE 50)

BENO, BENS, BERS, BEUK, BICK, BIND, BINK, BINO, BINS, BIRD, BIRK, LACK, LACS, LAND, LANK, LANS, LARD, LARK, LARS, LAUD, LECK, LEND, LENO, LENS, LEUD, LEUK, LICK, LIND, LINK, LINO, LINS, LIRK, MACK, MACO, MACS, MAND, MANO, MANS, MARK, MARO, MARS, MAUD, MAUK, MECS, MEND, MENO, MERD, MERK, MERO, MERS, MICK, MICO, MIND, MINK, MIRD, MIRK, MIRO, MIRS, TACK, TACO, TANK, TANS, TARO, TARS, TAUS, TECS, TEND, TENS, TEUK, THRO, THUD, THUS, TICK, TICS, TIND, TINK, TINS, TIRO.

Down words: BAIN, BAIT, BALE, BALK, BARE, BARK, BARN, BART, BASE, BASK, BAST, BOLE, BOLT, BORE, BORN, BORT, BOSE, BOSK, BUIK, BULE, BULK, BULT, BURE, BURN, BUSK, BUST, CAIN, CALK, CARE, CARK, CARN, CART, CASE, CASK, CAST, COIN, COLE, COLK, COLT, CORE, CORK, CORN, COSE, COST, CUIT, CULT, CURE, CURN, CURT, CUSK, DALE, DARE, DARK, DARN, DART, DASK, DAST, DOIT, DOLE, DOLT, DORE, DORT, DOSE, DOST, DUIT, DULT, DURE, DURK, DURN, DUSK, DUST, HAIK, HAIN, HAIT, HALE, HALT, HARE, HARK, HARN, HART, HASK, HAST, HOIT, HOLE, HOLK, HOLT, HORN, HOSE, HOST, HULE, HULK, HURE, HURT, HUSK.

FROM APRIL/MAY

HIDDEN CONTEST

(CONTINUED FROM PAGE 50)

Blade, Austin, TX; Carly Mary Cady, Los Angeles, CA; Sarah Christ, Port Washington, NY; David Cobert, Champaign, IL; Karen Daggett, Ft. Riley, KS; D. J. Downing, Dale City, VA; Judith Anne Elam, Charleston AFB, SC; Louise Gates, Seaside, CA; Pamela Geppert, Pocahontas, IL; Rand Lee Gray, Anderson, IN; Martha Hart, Tucson, AZ; James Higgins, Lakewood, OH; Marie Hrinkonich, Jim Thorpe, PA; Judy Lawrence, Huntsville, AL; Paul & Mary Ellen Mangiamele, Middletown, NY; John T. Moran, Macon, GA; Maureen Nimis, Oxford, OH; Donna Scholl, Mancelona, MI; Tom Senger, Greer, SC; Jeann Valent, Tucson, AZ; J. P. Voro, Fredericksburg, VA; Leslie Woodhouse, Oakland, CA. —J. K.

25 DOES THIS RING A BELL?

1. Bellhop or bellboy
2. Tinker Bell
3. Bellbottoms
4. Barbell or dumbbell
5. "Jingle Bells"
6. Belladonna
7. *For Whom the Bell Tolls*
8. Queen Isabella
9. Clarabell
10. *The Bell Jar*
11. Bellicose
12. "Maybellene"
13. Alexander Graham Bell
14. Saul Bellow

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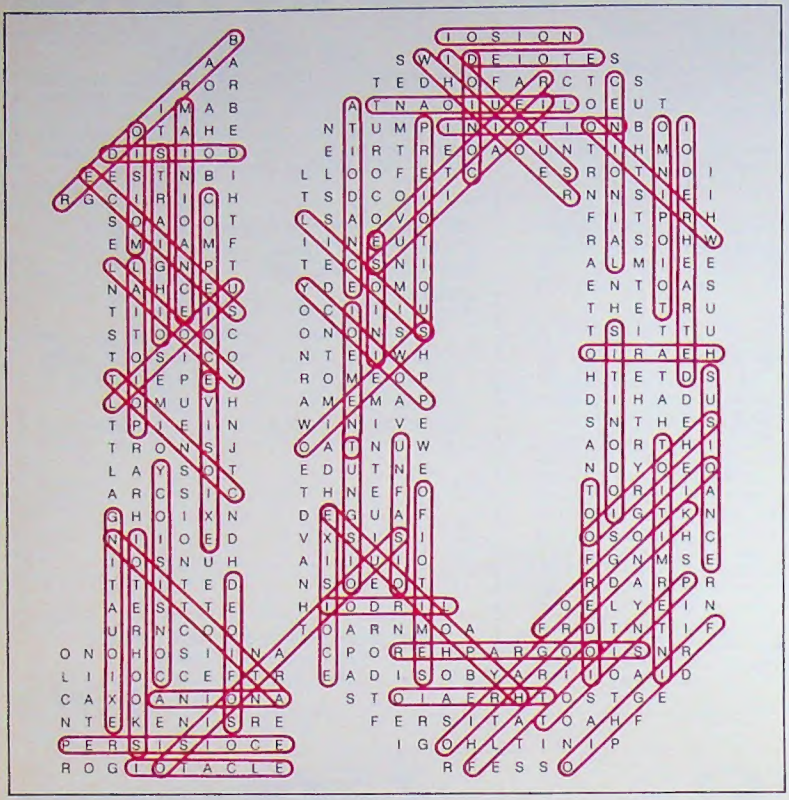
24 IN10DED ANSWERS



18 WINGING IT

1. Warbler
2. Eagle owl
3. Kiwi
4. Wood duck
5. Loon
6. Swift
7. Red flamingo
8. Razorbill
9. Seagull
10. Barn owl
11. Spruce grouse
12. Swallow
13. Bird of paradise
14. Swan
15. Whitethroat
16. Ring-necked pheasant
17. Toucan
18. Spoonbill
19. Louisiana heron
20. Greater flamingo
21. Lovebird
22. Ostrich
23. Chickadee
24. Dodo
25. Osprey
26. Prairie falcon

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one we gave.

* **Where's the Catch?** (April/May, page 20). Paul Morgan, of Tombstone, AZ, was the first of many to hook the fish we overlooked in our hidden image puzzle. The missing fish is in the reflection of the cattail plant near the lower right corner.
* **Enumeration** (Wild Cards, April/May, page 50). What number can go in both blanks to make this statement true?: "To write the numbers ONE to ____ inclusive, you must use the letter N exactly ____ times." We gave two solutions, THIRTY and THIRTY-ONE; Lisa Smith, of Omaha, NE, found a third: ONE HUNDRED EIGHT.
* **Grand Chess** (January, page 44). John W. Gordon, of Menlo Park, CA, found an alternative solution to Problem II. Instead of 1. Ca7, he starts with 1. Cb8+. If 1. . . .Kd5, then 2. Mf6+, Kc5 3. Cd7 mate. If 1. . . .Ke4, then 2. Mf3, Kd5 3. Mg5 mate. (The original problem can be adjusted to avoid the alternative solution by moving the white king to h2 instead of g2.)

COMING
DISTRACTIONS
OCTOBER
NOVEMBER

Best Games of the Year Holiday shoppers will find the right gift for anyone in this specially expanded game review section.
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